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ISSUE 1.9 FEBRUARY 1995

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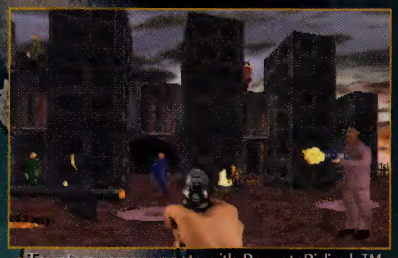

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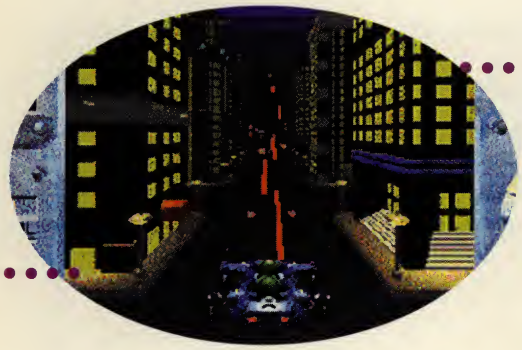

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On the Cover:

This rendered image from Cryo software shows Homo sapiens and dinosaurs peacefully coexisting in *Lost Eden.*

COMPUTER Player
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SOFTWARE AT ITS BEST... BUT FOR A PRICE

Most gamers don't realize how lucky they have been. The past year has produced some of the best games ever to hit the shelves. Just look through the pages of this magazine and count how many games in this issue alone received a rating of 8 or above. Last month, when we did our best and worst games awards, we actually had a difficult time finding the worst game of the year. But there is always one very special title that you will absolutely loathe.

Even with all the mergers and acquisitions that are going on in the industry, developers have managed to create games that are absolutely brilliant. Games like *Relentless*, *The Legend of Kyrandia Book Three*, *Armored Fist* and *Magic Carpet*, just to name a few, all prove the quality of the selection at hand. A look back in time reveals that computer games haven't been this good since the mid-'80s. Creativity is certainly at a high right now.

"I always love to hear it when someone at a software company tells me, 'It runs great on a Pentium.'"

As good as some of these games are, they demand major computing horsepower in order to play them. It's gotten to the point where almost all new games require an IBM PC 33 MHz 486 or better in order to run them. Most will work with only four megabytes of memory, but you have to perform the miracle of the "boot disk" in order to get them to do so. Games that install off floppy disk need anywhere between 15 and 30 megabytes of hard disk space. And to top things off, we are starting to see games that are on *four* CDs. Remember swapping 5.25" diskettes on your C-64 or Atari 400/800 every two minutes? Welcome to CD-ROM.

As the woman with the bleach-blonde crewcut on the infomercial says, "Stop the madness." We are literally at the point where games are demanding more of our systems faster than we can upgrade them.

True, the price of the hardware has substantially dropped, but we shouldn't have to upgrade our systems every time a new game comes out. I always love to hear it when someone at a software company tells me, "It runs great on a Pentium." Great, except for just one thing—I don't *have* a Pentium at home, and I *know* most computer gamers don't either. I just wish developers would be a little more considerate of gamers' needs when it comes to using memory and other hardware requirements.

In closing, enjoy the abundance of good games that are out there—that is, if your machine is capable of playing them.

—Mike Davila
Editor in Chief

This one you won't want to miss.

It's been nearly three years in the making with a budget we won't even talk about. It employed a team of over a hundred people, including programmers, artists, musicians and writers as well as Hollywood make-up and special effects houses (we liked the flames in *Backdraft*™ so we hired the movie's special effects house to bring in a little heat). As the creators of *Wasteland*™ and *The Bard's Tale*™, our goal was to produce a game every bit as innovative and unique. We think you'll like the results.

Art and Stuff
Graphically, the game is state-of-the-art stunning (we're a little biased but check out the screenshots for yourself). We used a combination of live actors and computer generated creatures with Silicon Graphics environments and magical effects which were painstakingly rendered down to the finest crack, doorway and magical lightning storm.

The Box, the Book and Story
The packaging is every bit as cool as the game. Shipping in a special tombstone-shaped, hologram box, the package starts you on your quest "through dark corridors, treacherous sewers and subterranean realms of faeries, magick and the living dead." (We had to throw a bit of marketing hype in here somewhere.) Along with the skeleton hologram cover, you also get a limited edition, hard-bound Stonekeep novella by Steve Jackson and David Pulver.

The Game's the Thing
A combination of traditional role playing and interactive storytelling, *Stonekeep* mixes a detailed storyline and character interaction with puzzle-solving, magic systems, character attributes and combat. It all comes together in a system that allows for quality storytelling combined with a powerful, yet easy-to-use control system (intuitive without being watered down).

Interplay™ "By Gamers. For Gamers."™ is Interplay's slogan and *Stonekeep* is the kind of game we've always wanted to play. It looks cool, sounds great and tells a good story. It's one of those games you'll stay up playing until three in the morning on a work night. Basically, it's just a lot of fun.

A CD-ROM, Role-Playing Experience for IBM and Compatibles.

STONEKEEP

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communications...

***The Psychotron* is one CD game that you won't be able to fix.**

CD-ROM Bugs

I am planning to buy a CD-ROM drive in the near future but am afraid that the software on the CDs is going to be as bug-filled as the games that have been released on disk.

My question is: Since CDs are "read only," how will the game manufacturers/publishers handle patching games released on CD?

—Jim Kline
Pittsburgh, Pennsylvania

Dear Jim,

We're sure that many computer gamers share the same apprehensions about CD-ROM products since they are "read only." But CD-based game designers have figured out ways in which they can work around that drawback and can issue an upgrade that fixes bugs in a CD game. If you've ever played a CD game on a PC, you'll notice that almost all of the time it still makes some use of the hard drive. An upgrade/fix would do the same. Some software companies have even been able to devise a way to come out with new game levels for an old CD title.

Games Only!

I have been a charter subscriber to your magazine since its inception. The first issue was, in my estimation, outstanding. Now, I am not so sure. For several reasons.

There appears to be a lot of stuff included in the pages that has nothing whatsoever to do with computer games. Are you adding all of this stuff in there just to have enough copy to fill up the pages? Or is it because someone is giving you kickbacks to include their stuff?

For instance: hippy, dopehead, rock 'n' roll music. Holy MTV! What has this got to do with computer games? Stuff like NES, CD-i, 3DO and all of the other teenybopper stuff. Sure, these things are big sellers, but there is already a plethora of magazines out there that cater to that crowd.

Let's keep your coverage to PC computer games and get away from that stuff. Most of the games magazines are fast disappearing. It seems as if there is a "magazine terrorist" out there called Ziff Davis. He is buying up all the good computer magazines and is changing their format to his Madison Avenue advertising garbage; either that, or closing them down just to stop the competition. I think the government should check into their shenanigans. An antitrust violation might be in the works. I at least applaud your coverage of some of the better shareware games out there. Bravo! Too bad the other mags do not.

Another thing: I wish you would include in your reviews a mention as to whether or not the particular game in question supports, or is written for, Reel Magic. I have seen a demo of this card and it is interesting. Of course, the resolution on a big-screen TV is a little flaky and fuzzy, but, at any rate, we would like to know if a particular game is written to take advantage of full-motion video. For instance, *Return to Zork* is advertised to be in the Reel Magic mode. Does this apply to the versions that came out a few months back, or only to the new versions? How do we find out? I might want to buy a Reel Magic card. I will not do so until I find out if there are sufficient games written to take advantage of it.

Also, I would appreciate seeing expanded coverage on gamers' aids—hints, cheats, solves, walk-throughs, trainers, etc. There can never be enough coverage of these. Many developers will gladly supply you with all of the built-in "cheats." If not, there are many other sources of them available. Just ask your programmer or games player types.

My ol' sore, stiff, arthritic fingers are beginning to pain me now, so I will close. I hope that my complaints and suggestions may fall on cooperative ears. I remain sincerely yours,

—Ray W. Shannon
Bulverde, Texas

Dear Ray,

Wow, you sure had a mouthful there! In regard to the Reel Magic board, we will always mention it if the game being reviewed is compatible with that particular board. Remember that it must say "Reel Magic compatible" on the box of the game in order for it to work with the Reel Magic board. The older version of Return to Zork *was not compatible with it. Good hearing from you again.*

The Trip Media gang at *Burn:Cycle* premiere.

Interactive Movie Trash

I must commend you on the excellent article about the production of *Burn:Cycle*. Although I consider most interactive movie titles trash, I have hope Trip Media's offering will change my opinion. The dialogue with Trip Media (are they druggies or what?) revealed them to be a group of extremely well-written and intelligent individuals. They have a strong sense of what they want from the technology, and their motivations for each decision covered in the article were insightful and often brilliant.

In the months ahead, I hope to begin developing my own video-game design. If I'm lucky, I'll be able to assemble a team of nonconformists as astute as Trip Media's. Thank you for bringing that particular story to light.

—Mark Nelson, Cranium Megahurt
Brooklyn, New York

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PS: Please forward a copy of this letter to Trip Media if at all possible. Or better yet, call or write me with an address where I can contact them. Thank you.

Dear Mark,

Thanks for the praise on the feature article. We agree that Trip Media has a great creative driving force behind it. You can reach them via CompuServe at 100023,2722. Good luck on your project.

Cybersex

In the September 1994 issue *[Issue 1.4]*, Jeff Young wrote a *Newsnet* story titled "Cybersex: Digital Stimulation." I was wondering if you could tell me what software is pictured in the story. Also, that's quite a mug shot of you guys on the inside. Great magazine, guys. I enjoy it much and always look forward to next month's issue. Keep it going!

—Ross A. Bailey, 74734,3120
CompuServe

PS: Four bucks is way too much for a pack of smokes.

Dear Ross,

The particular title you saw in that Newsnet *feature is from Vivid Interactive. (Yes, the same Vivid that does the naughty videos.) We can't tell you the exact title of the software because one of our editors (who shall remain nameless) decided to bring it home for the weekend and has never brought it back. It must be good.*

Also, CES is a good way to quit smoking.

Late Subscription Copies

I recently subscribed to your magazine. However, the past couple of issues I've been receiving after the newsstand gets their copies.

I love your magazine, but can't stand it when everybody gets to read it before I do 'cause the newsstand has had their copies for over a week and I have to wait for the mail!

—PaulS10542
America Online

Dear Paul,

We're sorry that your issues of Computer Player *are not arriving in a timely manner, but the fact is our subscription copies are the first copies of the magazine that go out every issue—before the newsstands get theirs. You might want to give Uncle Sam a ring at the post office.*

***Wolfenstein 3-D*, by MacPlay, will be a long-awaited release for Macintosh users.**

Where's the Mac Beef?

I'd like to tell you a story. It is about a certain guy (me) who bought issue 1.6 of your mag. It said on the front "IBM PC, Mac, CD-ROM, CD-i, 3DO," so he thought, *Well, Mac games are included* and bought it. Remember, it costs $4.95. He thought he'd risk the five bucks. When he got it home, he opened it and saw that it had many, *many* IBM PC reviews, but only five capsule reviews of Mac games.

He decided to write to the mag, so here it is. Why don't you do what your cover says and review some Mac games? I have a good suggestion for a review. There is a game that's going to be released for the Mac called *Marathon*. Some say it will knock the socks off *Doom*. The demo is coming soon, so why don't you download it and review it?

—Dan Pride (DanPr007)
America Online

Dear Dan,

As far as the scarcity of Mac coverage is concerned, you're absolutely right. But the problem isn't entirely our fault. Most software developers and publishers will create a game first for the IBM PC compatibles and later on port it over for the Mac, unless they are a Mac-only developer. They want to hit the largest installed base first, since it makes good financial sense to do so. You might want to bark at them for some more Mac-only games.

In regard to Marathon, *we are planning on covering it in our next issue.*

Thanks for the tip.

How to Reach Computer Player

Computer Player can be reached on-line for comments and suggestions. We'd be glad to hear any input (good or bad) you might have about our happening mag. Electronic mail can be sent to us via the following on-line systems:

America Online: CompPlayer
CompuServe: 70007,3554
GEnie: COMP.PLAYER
Internet: COMP.PLAYER@GENIE.GEIS.COM
Fax: 310.247.1708; 310.274.7985

Or, if you prefer to contact us the old-fashioned way by writing:

Computer Player
Attn: *Communications*
9171 Wilshire Blvd., Suite 300
Beverly Hills, CA 90210

If you'd like more information on how to sign up, give these systems a call and tell them Computer Player sent you!

America Online: 800.827.6364
CompuServe: 800.848.8990
GEnie: 800.638.9636

Doc and rid yourself of this binary bacteria before your head explodes and you end up decorating the entire room with your cerebellum. And the good news? Gray matter doesn't stain. Philips Media

It's an infection.

You have exactly two hours to find loaded a particularly repugnant little cyber-virus called "Burn:Cycle" into your skull.

Your name: Sol Cutter. Occupation: data thief. The bad news is you've just down-

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PHILIPS

Limited first editions of Burn:Cycle contain a separate original hardcore rave soundtrack CD. Burn:Cycle ©1994 Trip Media Limited. © Philips Interactive Media International Ltd. ©1994 Simon Boswell. All rights reserved. ©1994 Philips Media. All rights reserved.

CIRCLE #104 ON READER SERVICE CARD.

Buying Your Award

Cybermania '94:

Respected Awards Show or Joke of the Year?

by Jeremy Berg

Throughout the entertainment industry, one can find numerous dignified awards. The motion picture industry has the Academy Awards (Oscars). The recording industry has the Grammys. The television industry has the Emmys. These awards are the most-coveted, most-respected honors that artists can receive in their field. Sure there are others, but these three distinguished awards are the ones that almost every actor, director, writer and musician long to obtain. They represent hard work and determination and say that you or your work deserve to be called the very best. With these awards also comes your typical gala awards show, where millions of people sit in front of their televisions and anxiously wait to see which lucky people will be chosen for their excellence. These events have been around for plenty of years and have earned respect and established dignity along the way.

Our lovely hosts, Leslie Nielsen and Jonathan Taylor Thomas

Today, there is yet one more industry that is lobbying for an award and award show of the same stature as that of an Oscar. That industry is our very own, the computer- and video-gaming industry. On Saturday, November 5, the Academy of Interactive Arts and Sciences (AIAS) held the first-ever live telecast of an awards show that was specifically dedicated to interactive programming and video games. *Cybermania '94: The Ultimate Gamer Awards* presented awards to winners in 12 categories that were determined by the AIAS. Now, if at this point you're saying to yourself, "What on Earth are the *Cybermania Awards*? I've never *heard* of them!" don't worry, because you are not alone. I myself hadn't heard about the AIAS *or* the *Cybermania Awards* until one week prior to the show. Therefore, I felt it necessary to find out what, in fact, they actually were and to determine whether or not this award should be considered the most-respected award that a software developer could receive. I think you'll be very interested to find out what I actually discovered.

The Academy of Interactive Arts and Sciences is a group founded three years ago by an entertainment lawyer named Andy Zucker. According to Zucker, the AIAS is composed of "300 hundred voting members who are made up of individuals who work in all sorts of interactive fields, including computer gaming, interactive TV and film, attorneys, agents, software companies, etc." Three hundred voting members didn't sound like a very substantial number to me, so I thought I'd find out how many people vote on some of the other awards in the entertainment industry. It turns out that, for the Oscars, the Academy of Motion Picture Arts and Sciences has around 4,700 voting members, and the Emmys and the Grammys are voted on by 7,000 members each. These numbers, which are obviously substantially higher than that of the AIAS, began to make me wonder how credible this show actually was.

I decided to find out how the AIAS went about handling who was to be nominated. Andy Zucker informed me that "we (AIAS) solicited about 2,500 multimedia groups throughout the country and received about 200 entries for competition." This struck me as being kind of strange, out of 2,500 multimedia groups solicited,

Robert Culp trying to inject fun into his acceptance speech

Not so funnyman Charles Fleischer

Id's Jay Wilbur winning for *Doom*

skimming

Dial in Style

If you are constantly buying the latest in high-tech machinery and do all your shopping at The Sharper Image, you might want to look into Bang & Olufsen's new line of telephones. To complement its high-end line of stereo systems, the Danish electronics company is now offering a unique and extremely stylish new phone system called the BeoCom 1600. This sleek unit will sell for $199 and include features such as an LCD readout and memory that can store numbers with as many as 28 characters for easy access to long-distance calling or to include access numbers for banking. The phone will also feature one unusual optional function, an infrared audio volume control that clips on to the side of the base and allows users to turn down the volume on their B&O stereo equipment when they receive an incoming call. Bold, beautiful and functional. **For more information, contact Bang & Olufsen at: 800.323.0378.**

Bang & Olufsen's BeoCom 1600

only 200 organizations wanted to be involved? Upon further investigation, I discovered that it, in fact, wasn't just a solicitation but an application to be included. And, as you may already know, with most applications comes the typical application *fee*. It turns out that the AIAS was asking software publishers to *pay* to have their programs nominated! It was obvious to me that this show was not giving out awards based on merit, but was doing this as a profit-making venture, to some extent. Needless to say, I was dumfounded to find out that an awards show that was trying to get this industry some recognition was actually asking software publishers for money so they can get their games talked about and shown on national television.

I then took a glance over the 12 televised nominations for the *Cybermania Awards* to see what type of array was present. To my dismay, I noticed something that I thought was a little strange: Not *one* title in the 12 categories was by LucasArts, one of the leaders in entertainment software. The best comedy category was barren of both *Day of the Tentacle* and *Sam and Max Hit the Road*. Also, *X-Wing* and *Rebel Assault* were nowhere to be seen. According to Sue Seserman, public relations manager for LucasArts, their company wasn't ready to get involved with the AIAS awards just yet. She states: "LucasArts primarily wanted to sit this year out and see how the event was handled. We didn't know much about the AIAS and wanted to see how credible this year's show was going to be."

Then came the eve of the actual show. Leslie Nielsen (the *Naked Gun* himself) and Jonathan Taylor Thomas (Tim Allen's son on *Home Improvement* and the voice of the young Simba in *The Lion King*) hosted the lavish event, which, for the most part, had a hard time trying to find its audience. Were they trying to appeal to adults who work in the industry or were they doing this show just for kids? The show set out to be a traditional awards show, with the winners coming up and making acceptance speeches. This was one of the highlights of the evening, because it is so seldom that the general public gets to see and hear the likes of Rand and Robyn Miller (creators of *Myst*) get up on stage and give thanks. Or Jay Wilbur (COO of Id Software) accept a well-deserved award for Best Action/Adventure Game. What was also nice about *Cybermania '94* was that they passed the time with short videotaped montages on subjects like how a CD-ROM is produced, who and what are hackers and the evolution of the video game. But that was it as far as adult entertainment was concerned. The rest of the show was filled with everything from dwarfs performing juggling acts to live, onstage wrestling. The Barbarian Brothers made complete asses of themselves, and Robert Culp, who won the Best Actor award for his role in *Voyeur*, made the worst acceptance speech in the history of awards shows. Leslie Nielsen even pulled out his gun twice on the show. Poorly handled live remote feeds from arcades in Las Vegas, New Jersey and Orlando, Florida, also served as a complete annoyance, unless your form of entertainment is watching a kid wearing a shirt that says "Jesus Freak" screaming out what his favorite game is.

Once the evening was over and all the awards were given out, I noticed something else that just didn't sit right. Philips Interactive Media won nearly half of the awards given out in the entertainment categories, and one award in particular was as far off as giving Corey Feldman an Oscar for Best Actor over Robert De Niro. In the category of Best Sports Game, where the nominees included *FIFA Soccer*, *NBA JAM* and *NHL '94*, the award went to *Caesar's World of Boxing*. A game where all you do is bob, weave and punch wins over the likes of one of the best sports games ever made, *NBA JAM*?! Could it be that *half* of the AIAS members are employees of Philips? This question could not be answered, but when I asked a Philips representative if they payed for their games to be nominated, I found the answer to be obviously "yes." They felt that "to see your products win an award on national TV makes the whole thing worthwhile. It's a morale booster for everyone who works at Philips. Plus, it's one of the best ways to promote your product." One thing is for sure, Philips is a company that is not scared of promotion. Lately, every time you turn on the television you see one of their commercials where Phil Hartman is doing his best impression of about ten different people.

After all of the dust settled and I began to regain control of my senses, I was left with one last question: Is the Cybermania Award a respected award to win? By this time, my opinion was a very strong no, but I longed to know what other people thought. Jay Wilbur, speaking on behalf of Id, told me: "We hold each award we get with the highest amount of honor. There is no one award that we put higher than any other. However, if someone came in and gave us a Noble Prize, that would get elevated a little higher than the rest. But, for the most part, they are all on the same plateau."

Sue Seserman had a different opinion in regard to the "most-coveted awards in the industry." She stated: "Although we're always pleased to receive any award, the awards that are the most meaningful to us are the ones given by the entities closest to the industry, such as the gaming magazines. The magazine industry knows what the quality games are and bases the awards that they give out strictly on the title's merit. They have the best interest of the software publishers at heart."

So what is the award to win? The Digital Hollywood Award, the SPA "Codie" award, the New Media Invision Award, an award from the magazine industry or the AIAS? For now, it's up to software publishers to decide which awards they respect the most. However, at this point, it's safe to say that the AIAS awards may not be the ones that should truly represent this industry. Will there be a *Cybermania '95*? Probably. Is this a good thing? Yes, because, hopefully, they will learn from their mistakes. Will I be invited? Not on your life!

Respected Awards Show or Joke of the Year?

Leslie Nielsen packing heat

The Barbarian Brothers flank Marla Gibbs

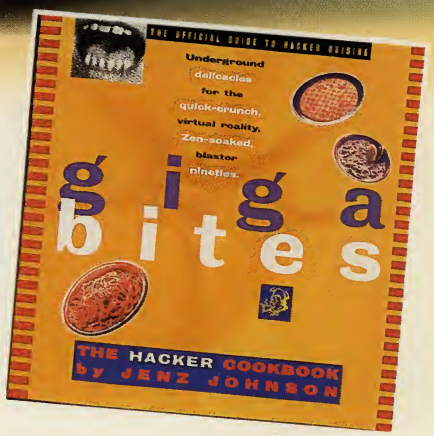
***MORTAL KOMBAT* Rules!**

The *Myst* brothers, Robyn and Rand Miller

Everyone Loves Etch A Sketch

With over 100 million units sold, the Etch A Sketch is one of the most popular toys of all time. Therefore, it's no wonder that this unique product has made its way into the computer age. Now available for *Windows* at a suggested retail price of $29.95, *Etch A Sketch* is equipped with tons of built-in computerized special effects, thousands of colors, wacky line styles, wipeout effects, zany sounds and more. Plus, there are more than a dozen interactive games and activities to challenge kids' skills, creativity and knowledge. So lose the boring black-and-gray version and get into the color! Your child will thank you for it.
For more information, contact Screen Magic at: 415.648.8056.

Food for *Thought*



Have you ever wondered what a hacker's diet consists of? Is it pasta and garlic bread for dinner and then a scoop of raspberry sorbet for desert? Not on your life. Hackers have been known to sit in front of computers eating nothing but beef jerky and drinking warm Jolt cola. But that's just for starters. Jenz Johnson has just penned a new book that delivers some of the funniest and most disgusting recipes known to man. *Giga Bites: The Hacker Cookbook* is filled with over 120 hacker-tested recipes, each under 6,000 calories. According to the book, a typical day might begin with "Breakfast Cheetos," which is basically a large bowl filled with Cheetos, Cheez Whiz, soy sauce, pepper and mustard. All you have to do is throw it in the microwave and enjoy. For lunch, "Oinkers" are always nice. Just mash up deviled ham, sausage, bacon, garlic and breadcrumbs, microwave it and spread it over mayonnaise-soaked bread. A hearty dinner can consist of "Potato Dogs," where a potato acts as a hot dog bun. And if you say you don't have a lot of time to make dessert, just throw together some "Cool Whip Compote." All you have to do is pour a pound of Milk Duds into a large tub of Cool Whip and top with chocolate syrup. Sounds yummy. *Bon appétit!*

For more information, contact Ten Speed Press at: 800.841.2665.

All in One

The Zenith Z-Player

It's little, it's lightweight, it's affordable and it has everything you need in one unit. You can now easily enhance your presentations and add a new dimension to your standard business applications with the Zenith Z-Player, a multimedia unit that provides you with a double-speed CD-ROM drive, stereo speakers and an integrated 16-bit sound card. This mobile unit converts most portable computers with a Type II PCMCIA slot and 512 K VRAM into state-of-the-art multimedia machines. Weighing just two pounds, the Z-Player can run on six AA batteries, a rechargeable NiCad cell or the Z-Player power supply. Plus, it's got a sleek, high-tech design that you'll flip over. And it sells for under $500. Get it while it's hot!

For more information, contact Zenith Data Systems at: 800.533.0331.

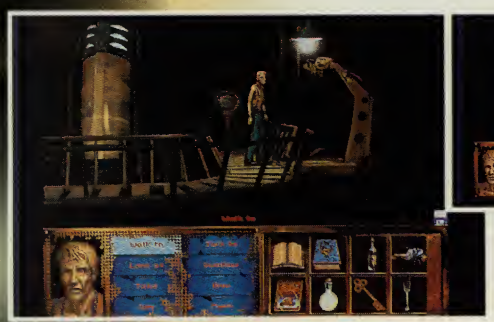
Geek is *Chic!*

Is this the next fashion trend?

If the clothing designers at Chiphead have it their way, the geeks shall soon inherit the Earth by way of expressing themselves through fashion. Recently, Software Etc., the nation's largest specialty retailer of home personal computers and electronic-game software, developed a new line of fun, casual clothing that it called Chiphead. You see, the folks at S.E. feel that computer software and technology are emerging as influences in virtually every facet of people's lives and that fashion is just the next step. Their clothes and accessories feature cool combinations of computer-generated graphics and humorous computer-nerd messages, such as "The One Who Dies With the Most Ram Wins," "Drive Till It Megahertz" and "Crash King." The Chiphead line of clothing and accessories includes T-shirts, sweatshirts, polo shirts, boxer shorts, baseball caps, watches, coffee mugs, note pads and much more. But don't worry—Chiphead does *not* offer any kind of pocket protector whatsoever!

For more information, contact Software Etc. at: 800.328.4646.

In Your *Dreams*



Just *Try* to Scream!

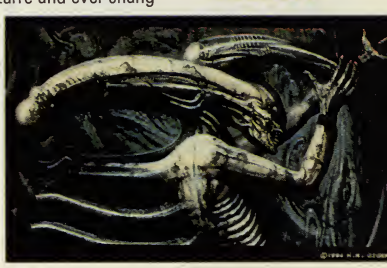
If you haven't heard of this company already, you're bound to sometime in the future, especially since the future is what this company focuses on. Software publisher Cyberdreams is a company that is dedicated to the designing and developing of high-quality interactive entertainment, focusing on the science fiction genre.

Together with famed author Harlan Ellison, Cyberdreams will soon release a CD-ROM game called *I Have No Mouth, and I Must Scream*. Based upon Ellison's short story of the same name, this adventure takes you on a mind-puzzling journey into the belly of a supercomputer. There you face a bizarre and ever-changing world where you must defeat this computer that has destroyed all of humanity. Sounds challenging.

Cyberdreams has also teamed up with another enormous talent, Swiss surrealist H.R. Giger. Best known as the artist who created the monster in Ridley Scott's film *Alien*, Giger has designed a screen saver exclusively for Cyberdreams and is also adding his artwork to the upcoming game *Dark Seed II*.

Even though Cyberdreams may be creating a dark and gloomy future, you can bet it is sure to amaze.

For more information, contact Cyberdreams at: 818.223.9990.



H.R. Giger's brilliant madness

skimming

Fly, Fly Away

Do you dream at night about climbing into the cockpit of a Stealth bomber, grabbing hold of the controls and shooting down every enemy that falls in your crosshairs? Or do your fantasies lie in the realm of stepping into a Formula One race car, grabbing the wheel and tearing through the streets of Monte Carlo? Whatever the case may be, CH Products has the driving and flying accessory you've been looking for. The Virtual Pilot Pro is the ultimate simulation controller, featuring dual four-way switches for total command of your aircraft, six fire buttons, a throttle and elevator and aileron trim controls. It's also a piece of cake to install; just adjust the clamps to fit your desktop, plug it into the joystick port of your IBM or compatible PC and get ready to rock. The Virtual Pilot Pro sells for $129.95 and is available now.

For more information, contact CH Products at: 619.598.2518.

Flying made easy

A GoldStar Is Born

Goldstar's 3DO

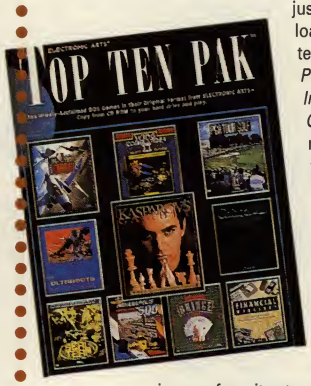
Considering it's one of the most advanced gaming systems on the market today, it's no wonder why GoldStar will now be selling 3DO hardware. After only one year on the market, the 3DO installed base has reached over 250,000 units worldwide, and now there are well over 100 titles available for it. 3DO's powerful graphics, visuals and CD-quality sound have attracted the likes of Electronic Arts, Crystal Dynamics and Virgin Interactive Entertainment into publishing groundbreaking titles.

GoldStar's new 3DO unit will feature a classier, more refined look and contain a game pad that is more form-fitted to the hand. The unit will sell for $399. If you're still living under a rock and haven't seen the advances of 3DO, wake up and reach for a star—GoldStar that is.

For more information, contact The 3DO Company at: 415.261.3000.

EA Bundles Them Up!

Value packs seem to be the new trend in computer-gaming software, and Electronic Arts has just jumped on the bandwagon. With the *EA Top Ten Pak*, consumers who use IBM PC compatible computers can now get ten widely acclaimed PC games in their original format on one CD-ROM. That's a $250 value for just $39.95. All you have to do is pick your favorite game, load it onto your hard drive and play till your heart's content! Some of the titles included on the *Top Ten Pak* are *PGA TOUR Golf, Chuck Yeager's Air Combat, Indianapolis 500: The Simulation* and *Kasparov's Gambit*. But that's not all—EA plans on releasing five more packs in the future, each focusing on a specific genre. *The Fantasy Pak, The Entertainment Pak, The Simulation Pak, The Sports Pak* and *The EA Kids Pak* should be in your favorite stores soon.



For more information, contact Electronic Arts at: 415.571.7171.

Will Someone Get the Phone?

Do you hate your answering machine as much as I hate mine? Messages mysteriously erase, everyone's voices sound terrible on it and it makes far too much noise. If these are your feelings as well, look into Moon Valley Software's new multimedia answering machine, *I'll Get-iT!* Turn your PC into an answering machine with this easy-to-install, full-featured voice mail system. Perfect for the home or business, *I'll Get-iT!* incorporates the same quick-key access functions found on all voice mail systems, including remote access, repeat, scan, erase and time and date stamps for each message. Also on hand are dozens of voice mailboxes, private access codes and multimedia sound effects where you can replace the all-so-typical *beep* with a *splat, zing* or *wow!*

So take your old, used up answering machine and throw it out the window. For under $60, let *I'll Get-iT!* answer your phone.

For more info, contact Moon Valley Software at: 805.781.3890.

Burn:Cycle U.S.A.

The Trip Media team and Philips Games label president Dave McElhatten

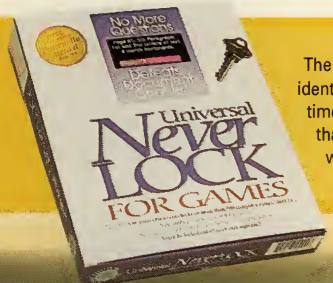
Date: November 4th. Year: 1994. Time: 20:00 PST. It was a dark, gloomy night in the City of Angels and Sol Cutter was in town. Why, you ask? And who the hell is Sol Cutter? Well, Cutter happens to be the star of the new cinematic adventure game *Burn:Cycle* and he was in town to attend Philips Media Games' lavish premiere party. A large warehouse was the site of the extravaganza where partygoers played *Burn:Cycle* on over a dozen monitors, watched demos of the game on projection screens and danced the night away. But was the party really that lavish? It was if you consider buffalo wings, carrots and celery and Miller Genuine Draft to be lavish. But if you were expecting champagne and caviar, my answer would have to be "no." However, Philips was nice enough to have party favors for everyone in attendance. Stick-on tattoos covered all the tables.

Despite the lack of a full bar, the party was definitely a success, and a good time was had by all, especially COMPUTER PLAYER's Editorial Director, Chris Gore. The invite clearly stated that "no responsibility will be taken for cases of sensory overload," yet Chris decided to bypass that and took a trip deep into the televerse. Next time, stick with Lite beer, Gore.

Chris Gore experiencing sensory overload

Don't Get Locked Out

There is nothing more annoying than copy protection. You're playing *Prince of Persia 2*, you pass a certain level, then you're asked to identify a certain object that appears on page 16 of your user's manual. I hate that! Thanks to the people at Copyware Inc., my wasted time can now become a thing of the past. They've developed *The Universal NeverLock*, a commercially available software package that defeats document checks in over 500 PC games. No more flipping through manuals, no more stupid quizzes, just straightforward gaming the way it was meant to be. On sale at most software stores for $59.95, *The Universal NeverLock* is a must for the ultimate gamer. **For more information, contact Copyware Inc. at: 905.830.1961.**



Golfers Unite!

Picture this. It's 5:30 in the afternoon on Friday, all your work for the week has been completed and you'll be going home in a half hour. You glance out your window and see the lush green fairways of the country club calling to you in the distance. If you could only practice your stroke before the weekend. Well now you can!

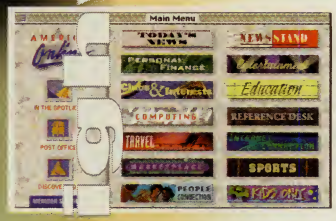
Sports Sciences has developed the perfect office companion for the busy executive, the *PC Electronic Golf Club.* All you have to do is connect the unit's base to the serial port on your PC and start swinging for that hole in one. But we all know that golfing is not a cheap sport. This little accessory will set you back $169, but at least you'll be able to practice in the dead of winter. And just so you know, balls are not included!

For more information, contact Sports Sciences at: 800.860.4727.

Swing away

Time for a Face-Lift

In 1989, America Online was launched. It marked the beginning of on-line services for the common man. Now, five years later, with over 1.25 million satisfied customers, America Online has decided it's time for a change. It's time to change the look of things, time to freshen up, time to keep up with the Joneses—let's just say it's time for a face-lift. America Online has a new interface...and it's beautiful. It's now alive with color and texture that make traveling through the service a breeze. Plus, five new departments have been added: Kids Only, Reference Desk, Personal Finance, Sports and, best of all, Internet Connection. All of which are right before your eyes on the main menu.



What's also new and exciting about AOL is that subscribers are now able to simultaneously view and save color photographs and graphics. That means no more downloading to your hard drive, exiting AOL, opening *Photoshop* and viewing. It's now all done while you wait, and it's also a lot faster now due to a new compression technology licensed from Johnson-Grace, a privately held multimedia technology development company.

If you haven't seen America Online lately, find version 2.5.1 and check it out—it's sure looking good!

For more information, contact America Online at: 703.448.8700.

Create Your Own Virtual Worlds

Everywhere you look, you're destined to see some form of virtual reality. Whether it be in video games, music videos or commercials, this hot technology is slowly becoming more accessible to the general public. Therefore, writer Joe Gradecki decided to write a book that the common man or woman could understand and use. *The Virtual Reality Programmer's Kit* allows users with virtually (no pun intended) no experience to create dream worlds on their PCs.

All you need is a little knowledge of C programming language and you're ready to design labyrinths, create VR games with sophisticated animation and 3-D sound and much more. Who knows, maybe in a month's time you will have created the next *Myst*!

The Virtual Reality Programmer's Kit sells for $29.95 and is in bookstores now.

For more information, contact John Wiley and Sons at: 212.850.6630.

Remembering Vietnam

On November 13, 1982, a black granite wall was unveiled in Washington, D.C. The only thing this wall contained was names. Names of the 58,000 Americans who lost their lives to the war in Vietnam. Now, more than 12 years later, Magnet Interactive Studios has developed a new multimedia CD-ROM to capture the complexity of emotion and the spirit of the Vietnam Veterans Memorial. *The Wall: A Living Memorial* simulates the experience of visiting the wall by allowing users to tour a three-dimensional, animated model of the wall from beginning to end. *The Wall* also contains letters sent home from southeast Asia, as well as personal information on each of the 58,000 men and women who were killed. *The Wall* is sure to be a moving, learning experience.

For more information, contact Magnet Interactive Studios Inc. at: 202.625.1111.

The Crow Will Fly Again

It started as a comic book. Then someone thought it might make a good movie. Now it's soon to become an interactive, multiplatform CD video game. Philips Media Games and the Edward R. Pressman Film Corp. will be bringing the gothic fantasy *The Crow* to home entertainment systems sometime in 1995. Based on the graphic comic book by James O. Barr, *The Crow* tells the story of a young man who rises from the grave to avenge the death of himself and his girlfriend. The game is said to be an extension of the movie, with the same ominous style and alternative rock soundtrack. Let's just pray that no one gets hurt while making this game!

For more information, contact Philips Media Games at: 800.824.2567.

Bring on the Bass

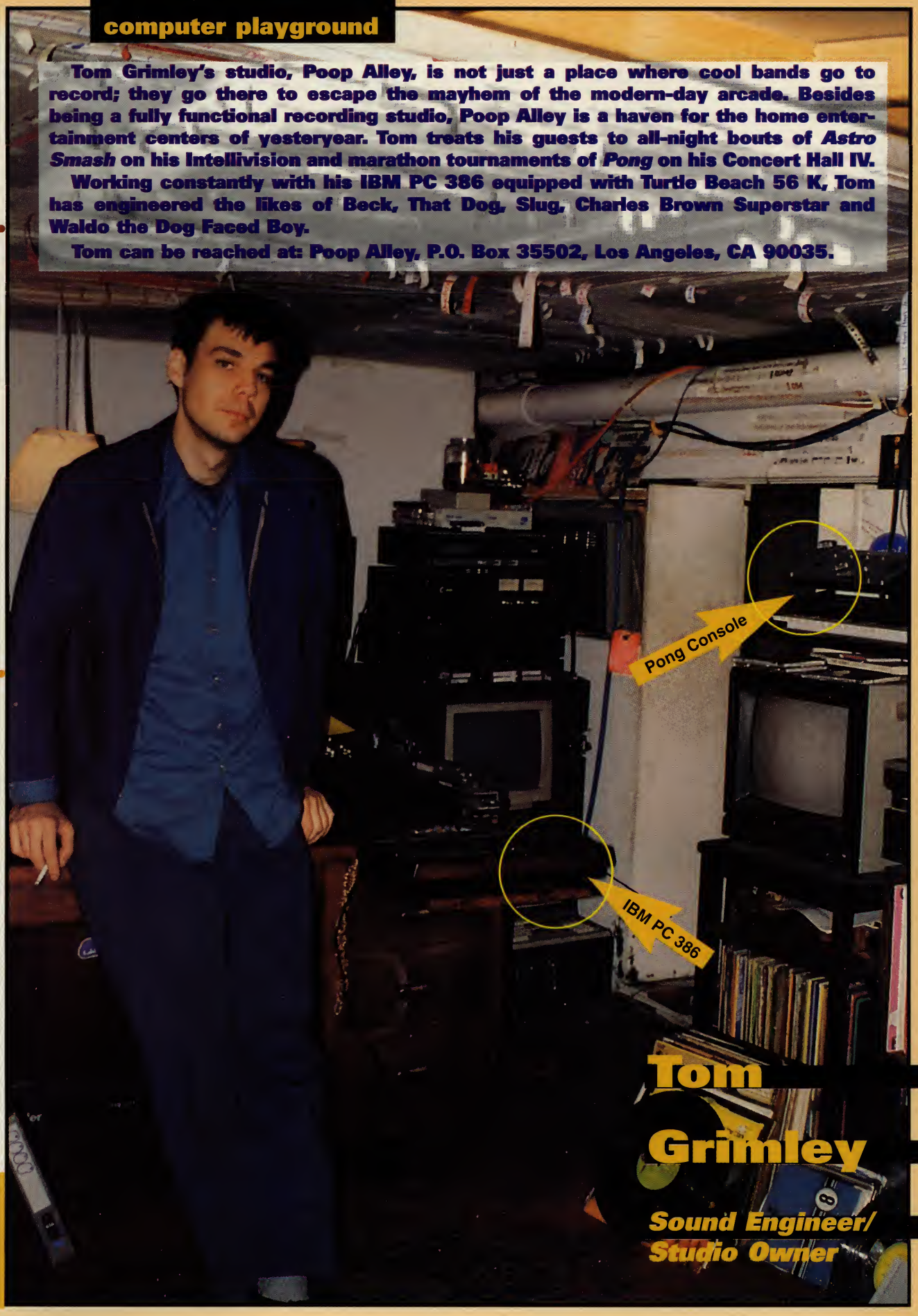
If you love thunderous bass, check out Altec-Lansing's ACS-3 home computer speakers. You know you're in for a treat when your subwoofer is three times the size of your speakers. Resembling speakers that you might find on the starship *Enterprise,* the ACS-3s deliver more volume than you'll probably ever need, but, what the hell, it's *fun* to play *Doom II* with blood pouring out of your ears! Plus, you can irritate your neighbors when you blast *Rise of the Triad* through these puppies. The sound of constant gunfire and screams coming from your computer will drive them nuts.

For more information, contact Altec-Lansing at: 800.258.3288.

Tom Grimley's studio, Poop Alley, is not just a place where cool bands go to record; they go there to escape the mayhem of the modern-day arcade. Besides being a fully functional recording studio, Poop Alley is a haven for the home entertainment centers of yesteryear. Tom treats his guests to all-night bouts of *Astro Smash* on his Intellivision and marathon tournaments of *Pong* on his Concert Hall IV.

Working constantly with his IBM PC 386 equipped with Turtle Beach 56 K, Tom has engineered the likes of Beck, That Dog, Slug, Charles Brown Superstar and Waldo the Dog Faced Boy.

Tom can be reached at: Poop Alley, P.O. Box 35502, Los Angeles, CA 90035.



Tom Grimley

Sound Engineer/ Studio Owner

shelf-burners for february '95

ibm pc

Top 20 IBM PC Games (MS-DOS, *Windows*)

1. ***Myst**** **by Brøderbund**
2. *TIE Fighter* by LucasArts
3. *5 ft. 10 Pak** by Sirius
4. *Outpost** by Sierra On-Line
5. *SimCity 2000* by Maxis
6. *Star Wars Rebel Assault** by LucasArts
7. *The 7th Guest** by Virgin
8. *Microsoft Flight Simulator* by Microsoft
9. *Microsoft Entertainment Pack, Best of* by Microsoft
10. *X-Wing* by LucasArts
11. *Police Quest IV** by Sierra On-Line
12. *Falcon Gold Flight Simulator** by Spectrum HoloByte
13. *Master of Orion* by MicroProse
14. *Mighty Morphin Power Rangers* by Paramount
15. *Wolfenstein 3-D* by GT Interactive
16. *King's Quest Collectors Edition* by Sierra On-Line
17. *Wing Commander Armada* by Origin
18. *Microsoft Golf for Windows* by Microsoft
19. *Indy Car Racing* by Virgin
20. *X-Com** by MicroProse

*Games available on CD-ROM

cd-rom

Top 10 CD-ROM Games*

1. ***Myst*** **by Brøderbund**
2. *5 ft. 10 Pak* by Sirius
3. *Outpost* by Sierra On-Line
4. *Star Wars Rebel Assault* by LucasArts
5. *The 7th Guest* by Virgin
6. *Corel Gallery* by Corel
7. *Microsoft Encarta* by Microsoft
8. *Print Shop Deluxe CD Ensemble* by Brøderbund
9. *Police Quest IV* by Sierra On-Line
10. *Falcon Gold Flight Simulator* by Spectrum HoloByte

*Includes both Macintosh and IBM PC versions

mac

Top 10 Macintosh Games

1. ***Myst**** by Brøderbund
2. *SimCity 2000* by Maxis
3. *Chessmaster 3000* by Software Toolworks
4. *Star Wars Rebel Assault** by LucasArts
5. *Links Pro* by Access
6. *Prince of Persia II* by Brøderbund
7. *Jump Raven** by Paramount
8. *FA-18 Hornet* by Graphic Simulations
9. *Pathways Into Darkness* by Bungee
10. *The 7th Guest** by Virgin

*Games available on CD-ROM

b&t cd-rom

Baker and Taylor's Top 10 Selling CD-ROM Games for October 1994

1. ***Iron Helix*** **by Spectrum HoloByte**
2. *10 Year Anthology Collection* by Interplay
3. *Alone in the Dark* by Interplay
4. *Undersea Adventure* by Knowledge Adventure
5. *Amazing Universe* by Hopkins Technology
6. *T.J. Finds a Friend* by Media Resources
7. *Castles 2* by Interplay
8. *Chopper Pack* by Microprose
9. *Man Enough* by Warner New Media
10. *Myst* by Brøderbund

Philips cd-i

Top 10 Philips CD-i Games*

1. ***Burn:Cycle***
2. *Dragon's Lair*
3. *Mad Dog McCree*
4. *The 7th Guest*
5. *Litil Divil*
6. *Voyeur*
7. *Kether*
8. *Mutant Rampage*
9. *Space Ace*
10. *Effacer*

*All titles published by Philips Media Games
This information has been compiled from the month of October 1994 by the Virgin Megastore, Los Angeles.

All information (except Top 10 Philips CD-i and Baker & Taylor's Top 10) taken from *PC Data's Hits List* of top-selling software for the month of September 1994. List is based on units sold by 16 retail chains, representing over 4,000 stores. For more information, contact *PC Data* at: 703.435.1025.

skimming

MouseMitt Keyboarders

If you find yourself constantly rubbing your wrists after a long day at work, you're probably suffering from carpal tunnel syndrome. But don't worry, this is a common thing for people who use their wrists on a computer mouse or keyboard for extensive periods of time. Fortunately, a company called MouseMitt International has developed a new concept in ergonomic wrist supports called the MouseMitt Keyboarders. Designed for both men and women, these slip-on gloves have a pad at the critical area of the wrist to cushion the carpal bones from the weight of the hand. But that's not all; these beauties also eliminate chafing that comes from long hours on the keyboard. And if you have kids who skateboard, they can use them as well. Fun for the whole family!

For more information, contact MouseMitt International at: 408.335.9599.

"*Rise of the Triad* is sure to hit the target, especially when multiple players are involved."
Computer Gaming World

"I can't think of any reason why every DOOM nut won't flock to this game. It's beautiful, fast, and challenging."
Interactive Entertainment

"★★★★ 'Four Diskettes'—A must buy."
Hot Disks!

"Blistering action and a sense of humor make *Rise of the Triad* one of the year's favorites."
Computer Game Review

Who are we to argue?

RISE OF THE TRIAD

THE HUNT BEGINS*

As part of the High-risk United Nations Taskforce (HUNT), it's your assignment to devastate and destroy...to ensure peace on Earth. You're equipped with the most vicious weaponry ever seen. But have you got the guts to blaze through hundreds of deranged terrorists and slaughter their sinister masters of death? Yes!

• Fierce Comm-bat™ zones, ideal for massacres during modem and network play.

• Cruelly taunt your opponent with live RemoteRidicule™ during multi-player games.

• Did we mention tons of gut-spewing graphics and blood-curdling digital sound?

*NOTE: *Rise of the Triad: The Hunt Begins* is available as shareware. The retail (registered) version is titled *Rise of the Triad: Dark War*, and contains all new levels and advanced features. Call today to order *Rise of the Triad: Dark War*.

1-800-APOGEE 1

Or download for free, *Rise of the Triad: The Hunt Begins* from Software Creations, the officially sponsored Home BBS of Apogee.
(508) 365-2359 @ 2400 baud • (508) 368-7036 @ 9600-14.4k v.32bis • (508) 365-4035 @ 28.8k v.fast class (v.fc)

APOGEE™

CIRCLE #105 ON READER SERVICE CARD.

Lost Eden

Paradise Has No Elves

by Jeffrey Adam Young

Adventure gamers are a pretty tight group. They don't look kindly to strangers treading on their turf. You'll find the real hard-core ones on the Internet. They call themselves role-players or RPGers. They use all sorts of technical terms to keep outsiders from understanding their conversations about elves, dwarfs and hobgoblins. They feel self-righteous because some of the very first computer games back in the days of Apple IIs and Commodore 64s were of the adventure and role-playing variety. But soon these adventure/role-playing game elitists will be in for a shock. A new breed of interactive experiences is headed for the interactive entertainment market, and you won't need an adventure gamer's membership card to join in the fun.

Recognized as the first entry into this new class of games is the ever-popular *Myst* from Brøderbund. This game was such a sensation because its interface was virtually invisible and its graphics were beautiful and photorealistic enough for an audience that is used to watching movies and television. The CD also had enough of a storyline to keep those who are accustomed to linear story structure interested. With much of the software world quickly evolving to the CD-ROM platform and more CD-ROM owners willing to give their computer a chance to entertain them, a new grade of immersive, story-intensive, graphically accessible, easy-to-control interactive experience is being released.

In France, the indisputable champion of this type of game at the moment is the Paris-based development company Cryo. Started by three people—Remi Herbulot, Phillip Ulrich and Jean Martial

LeFranc—Cryo was an outgrowth of another French development group, Infogrames, known in the U.S. as I•Motion.

Responsible for creating groundbreaking titles like the *Alone in the Dark* series, Infogrames was still too restrictive for these pioneers, who believed that the future of games lay in the CD platform and that they should be designed with a broader audience in mind. As Herbulot explains: "What we have done is focus on CDs. We believe that soon all interactive products will be CD based. Generally speaking, we try to do games that are appealing to a wider audience through subject matter, game play and graphics."

One can see that, unlike some other development supergroups in

My, what big teeth you have Grandma . . .

Below: The secret to this mummy's curse lies in its teeth.

the entertainment software industry, Cryo puts its philosophies into action. With games like *Dragon Lore [see* COMPUTER PLAYER *Issue 1.7]* and its latest masterpiece, *Lost Eden*, Cryo has created entertainment experiences that require little or no knowledge of computer adventure gaming in order to play.

Herbulot, the director of the *Lost Eden* project, dispels some of the rumors that it is similar to *Dragon Lore*. "The games are quite different," he explains. "The only common point is the fact that characters are speaking to the player. The development, art, programming and story writing of the games were done separately. The only common link, technically speaking, is the compression routine which helps display better graphics at a higher speed. In *Dragon Lore*, adventuring is important *and* there is a lot of fighting. *Lost Eden* is pure adventure with a little bit of strategy. In *Lost Eden*, the focus is on the story itself, the atmosphere in which we put the player. It has elements of an interactive movie."

According to Herbulot, *Lost Eden* attempts to draw the player in with nice graphics and a very strong storyline that is presented in dialogue form. In the best-case scenario, once the player is drawn in, he may continue playing to reach the next goal without even noticing. Another key element that Cryo is proud to tout in *Lost Eden* is that the installation process is completely automated and the game installs very few files onto the hard drive, playing mostly off of the disc.

The importance of this easy installation should not be underestimated, because the average person is not

Pterodactyls provide the preferred method of transportation.

technically adept enough to answer questions about DMA interrupts and sound card compatibility, which an average game installation requires.

The world of Eden is very similar to Earth, except for one main difference—humans and dinosaurs are *both* inhabiting the planet. And, in a *Planet of the Apes* sort of twist, the dinos range from moronic to highly intelligent, complete with dialects of their own.

As the story goes, you play the unlikely hero, Prince Adam Priam. Your father is the King of your province, but the world is in danger of being overrun by the violent Tyrannosaurs. Your great-grandfather was a builder of protective citadels, and the world is looking to you to uncover his secrets and build citadels to keep the evil Tyrannosaurs from killing the populous. Early in the game, you discover that the secret to building citadels is that the dinosaurs and people must work together in planning and construction. So, you set out to make peace between the two races.

At the beginning of the game, you meet an old, dying dino who provides a bit of back story and some helpful items, including a shell that you can consult for clues when you're stuck. The old dino convinces his granddaughter to travel with you, and quickly your traveling group grows, with each new cast member providing a unique and essential service to your team. The story is best summed up as part *Star Wars*, part *Planet of the Apes*, part *Wizard of Oz* and part *Jurassic Park*. But don't get the wrong idea—it's completely original. In fact, the people at Cryo started work on *Eden* before they were even aware that Michael Crichton's *Jurassic Park* was being made into a movie.

Herbulot's overall philosophy for a game may be a bit different from most adventure game makers. "I wanted the game to be fairly easy to play," he says. "It's always frustrating to have a good game in which you cannot see the end. I want at least 70% of people who play *Lost Eden* to see the end. In games, I prefer a strong story that is easier to play, in which a player brings away a 'souvenir' like it is with a good movie."

By "souvenir," Herbulot means a lesson or kernel of inspiration that one experiences whenever a good story is told. Though it may seem a strange request for a computer-game player, these games that Cryo is creating are unique and broaden the category of adventure gaming.

Even though this is a groundbreaking CD, there are still some things that Herbulot would do differently given a second chance. One regrettable mistake that doesn't affect the game play is that, when studying the movement of

The horn blower at left holds the key to keeping the Tyrannosaurs (below) from destroying society.

dinosaurs, one of the key animators watched the Walt Disney movie *The Little Dinosaur*. Apparently, the dinos in this film move by lifting both legs on one side at a time. When you see the four-legged creatures move in this fashion, it does look a bit awkward, but not enough to detract from the game.

Although Paris, France, seems like an unlikely place for a game company to flourish, it really is integral to the creative forces behind Cryo. Herbulot explains: "For us, it is important to be in Paris to attract good artists and meet businesspeople with whom we can form developer-publisher contracts. We don't have problems finding programmers to work in-house. We emphasize a team effort with our projects. We also try to attract graphic artists who don't necessarily come from computers. This way, we don't limit ourselves to just computer artists. We can have an artist do sketches in the traditional manner, and can then scan or create computer models with Autodesk's *3D-Studio*. For programmers, experience is very important because we're trying to use the hardware in the most efficient way. Our programmers can't just program in C, they need to be well-versed in assembly as well." Assembly requires more manual work but is also the most efficient way to drive the computer in terms of what the software demands from the hardware.

For all of the technical jargon that Remi Herbulot can rattle off, it is very impressive that he and his team are able to present an easily accessible product with a compelling story. But, staying true to Cryo's directive, *Lost Eden* is first and foremost about story. In fact, it was originally going to be based on a science-fiction book series with a similar name, but that storyline presented the dinosaurs in a scaled-down human size. The development team preferred the impact of gigantic dinosaurs to the miniature ones, so the idea of using the book as a springboard was scrapped.

Following the news that a recent scientist has cloned what he believes to be the DNA of a dinosaur, we asked Herbulot if he thought dinosaurs do—or could—still exist. "It depends on what kind of dinosaurs," he answered, with a bit of wit in his tone. "Dinosaurs are magical for everybody. They have to remain unreal to keep this status, or else we may be disappointed by seeing a real one. They are better imaginary than real. Also, I don't think a dinosaur could survive in today's world."

It's not quite clear if he was referring to his game-development competition when he used the word "dinosaur," but it is certain that Cryo isn't going to let the entertainment software market drill it into extinction. *Lost Eden* will be out in January from publisher Virgin Interactive, and it's sure to provide entertainment sanctuary for the hordes of technology- and elf-shy CD-ROM drive owners.

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reference\'ref- rn(t)s,'ref-(-)r n(t)s\ *n* **1:** the act of referring or consulting **2:** a bearing on a matter **3:** something that refers a reader or consulter to another source of information **4:** this section of COMPUTER PLAYER

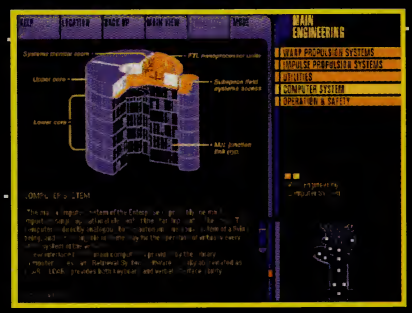
by Mikki Halpin

Though the newspapers keep saying that multimedia has hit the mainstream, titles geared toward geeks and intellectuals still dominate the market. Though one can now mention a passing interest in computers and still retain a modicum of cool, I am not unaware that many of you, dear readers, are still in the closet regarding your true interests. Here at COMPUTER PLAYER, we urge you to come out, admit your inner calling and wear that *Doom* T-shirt proudly. This month, we're talking boy stuff. Body humor, fighter planes, adventure exploration and, of course, the ubiquitous *Star Trek*.

boy stuff \ boi stuf \n. Things guys like. Traditionally limited to cars and sports, the genre has expanded to accommodate both actitivites and objects. Traditionally (especially pre-Pam Anderson). See also: smelly socks, canned food, Dungeons & Dragons, science fiction, any type of computer game and Baywatch

Merchandising: The Next Generation

Starfleet is always well ahead of the curve when it comes to exploring new markets. When those personal implants finally come out, you can bet the first one will be some kind of Trek-chip that allows you to see the world through the eyes of Jean-Luc Picard. You'll be able to explain the importance of the Prime Directive, and you can shout "Engage!" at your television to turn it on. Until then, you'll have to be satisfied with *Star Trek: The Next Generation Interactive Technical Manual* from Simon & Schuster Interactive. Taken from a book by the same name, *ST: TNGITM* purports to be the training disc you would receive if you were to join the Federation as an acting officer on the *Enterprise*. Narrated by Jonathan Frakes (Commander Will Riker) and with Majel Barrett Roddenberry (Gene Roddenberry's widow) reprising her role as the voice of the computer, it includes tours of most areas of the ship and descriptions of the duties of various officers. Sit back for a guided tour, or wander around on your own—using Apple's latest *QuickTime* incarnation, you can navigate the movie screens by panning with the cursor. Many areas can be zoomed in on, and most items are hot, opening new areas of exploration. The crew quarters are fun, especially Data's, but my favorite sections were Engineering and the Transporter Room, where the ROM goes into lengthy, detailed explanations of the fake science involved in the ship's technology. I bet if you really studied this section, you could impress your friends by solving the next crisis before Jordi does. Think of casually mentioning during the commercial break that all he has to do is reroute the matter-antimatter protocols through the other console, then sit back and watch. That alone might be worth buying it.



For More Information: Simon & Schuster Interactive, 1230 Avenue of the Americas, New York, NY 10020; 800.983.5333.

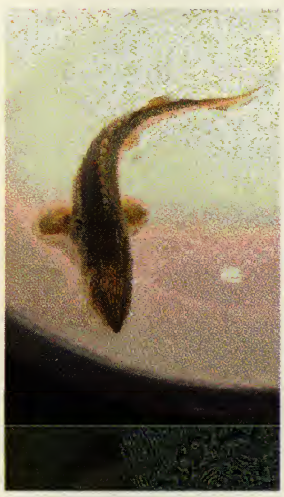
Tool Time

It's not fake science in David Macaulay's *How Things Work*, from Dorling Kindersly—it's the real thing. Macaulay, the author of several best-selling books explaining the mechanics of everyday life, has finally ported his informative, easy-to-understand book to the interactive arena. Designed with a sort of Seuss-like trompe l'oeil interface, the title lets you research by looking up tools in an alphabetical index, read biographies of inventors, learn the principles of physical science or see a time line that gives the historical context of the history of inventions. As you delve further into each section, significant concepts are linked and glossary items are easily accessed. Despite being direct and informative on subjects ranging from the Breathalyzer to the windshield wiper, *HTW* seems a little unclear on the concept of who it's intended for, children or adults. The main interface screen is an "inventor's workshop" with all sorts of cutesy bells and whistles. Throughout, a "woolly mammoth" appears occasionally and performs animated tricks when you click on it, like some kind of *Romper Room* escapee. All the rest of the content would be way over the head of a child, and I found it annoying and condescending in an otherwise stellar title. My guess is *How Things Work* will be a big hit with high school students with papers due the next day.

For More Information: Dorling Kindersly Multimedia, 95 Madison Ave., New York, NY 10016; 800.DKMM.575.

Trekking up the Yangtze River

Journey to the Source: An Expedition along the Yangtze River is the story of How Man Wong, a latter day Marco Polo, and his trip from the Chinese coast to the inner plateaus of Tibet, a ten-month trek to the source of one of the world's greatest rivers. In his narration, Wong points out that the river's very power illustrates the Chinese concept of yin and yang—the same water that nourishes millions of people can also ravage lives through flooding and other disasters. The multimedia story techniques employed allow the complexities of the river and its culture to enfold. In the Middle Reaches section of the journey, you see the cobbled-together system of dikes that has accrued over the years for flood protection, and hear the government agent explain how safe it is, but also read the tension in the face of a local farmer.

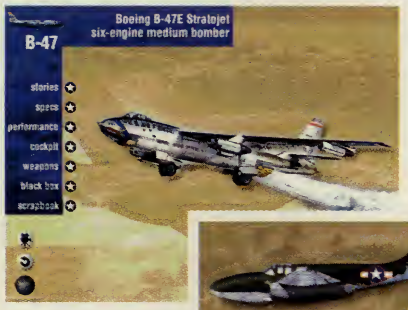


Wong is a philosopher, adventurer and a bit of a raconteur, and it's intoxicating to listen to his narration, which is accompanied by text, still images and *QuickTime* movies against rich backgrounds of mossy green or azure blue. There are literally hundreds of images here, and most can be enlarged with a mouse click. In the gallery section, a montage-like menu lets you wander through the same images without narration, just a simple soundtrack. Through marble quarries, industrial centers and areas that hadn't seen a Westerner for 50 years, *Journey to the Source* provides an intimate look at a mysterious nation and the river that traverses it.

For More Information: Grid Media, 9B Vulcan House, 21-23 Leighton Road, Causeway Bay, Hong Kong; phone: 852. 591.0730; fax: 852-572-8293.

Fly Boys

Wild Blue Yonder: An Epic Adventure Through the Age of Flight is the first installment in Digital Ranch's aviation history series developed for Spectrum HoloByte. *Episode One, Fifty Years of GIs and Jets*, is out now, with *Episode Two, The Golden Age,* due soon. The discs include actual footage of the planes they discuss, cockpit simulations, interviews with pilots and developers, specs, mascots, military applications and more. While I found the "black box" sections a little unnerving—they detail all of the design flaws of each plane, with images and descriptions of crashes, midair stall outs and more—the series is nothing if not comprehensive. There are also scrapbooks giving a bit of social context to go with the narrations of the pilots. (Of course, there are no narrations from the black box pilots.) The stories cover topics such as the thrill of piloting the various planes, the technical issues they were concerned with in the dawn of the jet age, the morality of bombing and the personality flaws that come in handy at a job where you're asked to risk your life daily. Though the series is clearly aimed at aficionados and the model-airplane-maker demographic, others might be surprised at how compelling some of this material is, and the discs include glossaries and indexes for those of us not quite up to speed.



For More Information: Spectrum HoloByte Inc., 2490 Mariner Square Loop, Alameda, CA 94501; 800.695.GAME.

And Now For Something Completely Different....

Monty Python's Complete Waste of Time lives up to its name and more. True to the Python aesthetic of strange segues, oddball characters and lots and lots of jokes about crazy old ladies, senile politicians, farts, vicars and bums, *Complete Waste* is a dizzying conglomeration of satirized arcade games, satirized computer games, satirized screen savers, satirized British culture and a little bit of satirization of the Pythons themselves. Play a wacked version of pinball in which you are knocking over various manic Python characters. Play "The Exploding TV Game," in which you have to (I *think*—it's all a bit confusing, and the rules often change when you replay a game) click on myriad stationary objects, which explode, occasionally trigger Python sketches and let loose animated "loonies," which you also have to shoot down. If you mess up this game, you get a warning window and your machine magically transforms into a Mac for punishment. Embedded in all this madness is a game-within-a-game in which, if you even find it, you must solve the mysteries of the universe and win a prize. That's for the highbrows among you, who won't appreciate the fine art of hitting a dead cat with a hammer. Like a shriner's convention on acid, *Monty Python's Complete Waste of Time* is random, schizophrenic and loads of fun. Keep the Ritalin handy.

For More Information: 7th Level Inc., P.O. Box 832190, Richardson, TX 75083-2190; 214.437.5531.

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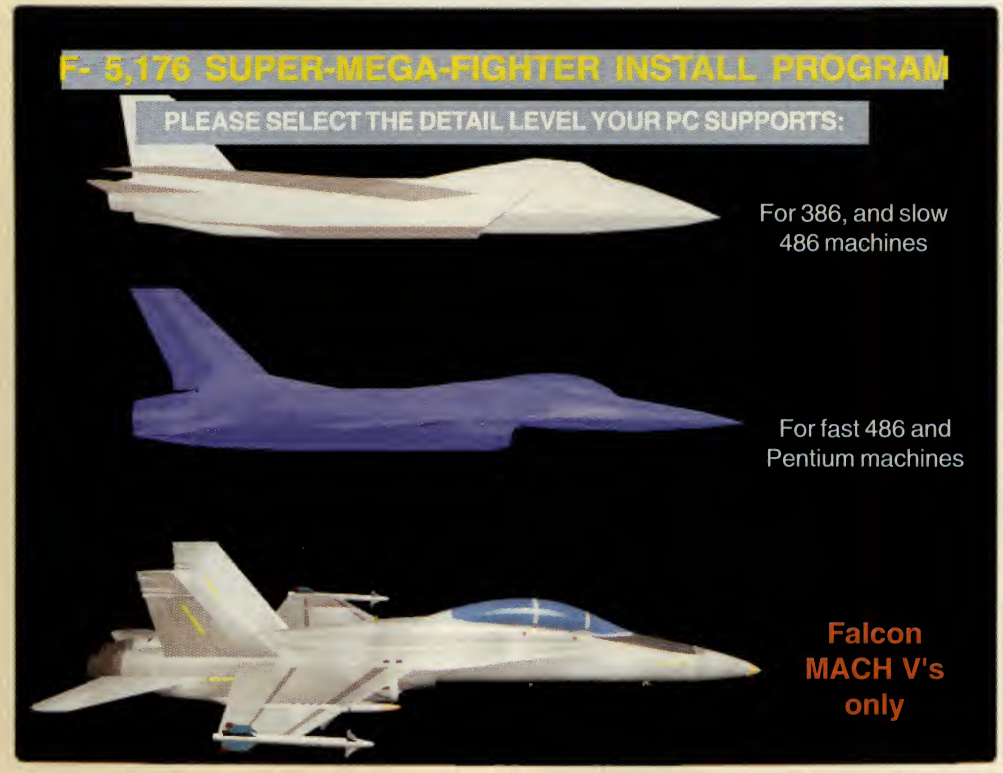

It's a cruel fact of computer gaming: better graphics demand more computer power. Smoother animation requires a higher frame-rate. Your eyes can see 30 frames every second. If your computer is doing anything less, your game won't play smoothly. And if you think today's games are demanding, just wait until you see tomorrow's!

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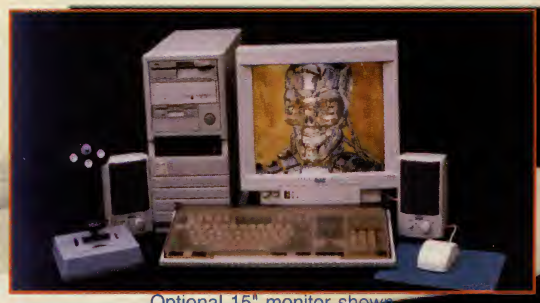

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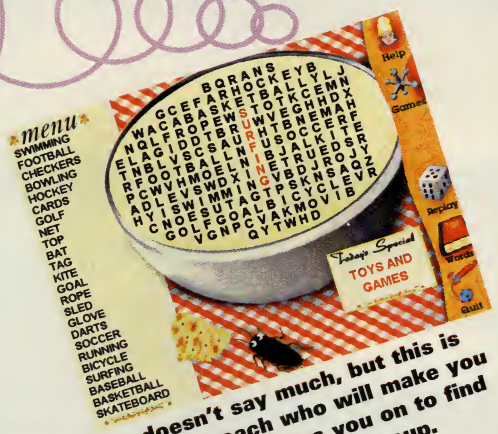
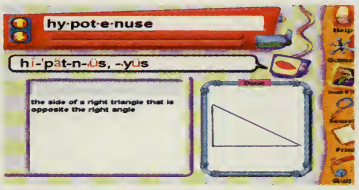
just kiddin'

by Romulo Juarez



He doesn't say much, but this is one cockroach who will make you smile as he cheers you on to find all of the words in the soup.



The dictionary's snapshots and audio and video demos are useful for those not-so-easy definitions.

Merriam-Webster's Dictionary for Kids

The world of dictionaries and encyclopedias is certainly not one most children dive into wholeheartedly, yet Mindscape, formerly The Software Toolworks, has provided kids with a don't-miss opportunity for learning. A dictionary with games!—what a concept. The games are not equally exciting, but, with three levels of difficulty and options that allow your child to make the game more or less challenging as meets his skill level, there is almost as much fun in this dictionary program as there is information.

There is video, audio, snapshot and word history accompaniment for many words (just in case your child is interested in having fun!). If you've ever wondered what a mynah sounds like, just click the mouse on the "radio" and you will hear the not-so-sweet cackle of this Asian bird. The video clips are short, instructive and sure to catch the eyes of children of all ages. Anyone would pay attention to water evaporating from a fish bowl...while that cute little fish is calling out for water. Don't worry, it really isn't as traumatizing as it might sound.

The five games included in this program are also entertaining. I personally enjoyed playing Alphabet Soup (a word search game) with a cockroach as a coach! He doesn't say much, but he will at least make you smile as he cheers you on. The games move at different speeds and offer different levels; Read Our Lips, a memory game, even offers a two-player option. Go ahead and challenge your child to a battle of wits...you'd be amazed at how much kids remember! How many times have you heard that?

Dictionary for Kids is educational enjoyment in the truest sense. A good way to improve the dictionary part of this program, however, would be to include more!—more video clips, more snapshots and more sound effects. Not every word needs pictures for explaining, but there were many that were left out. After all, this is a program for children. What better way to learn new words than by experiencing them as fully as possible.

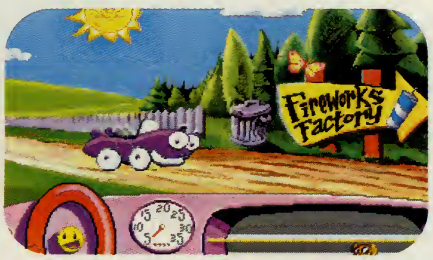
Putt Putt Goes to the Moon

What happens when a little car gets stranded on the moon alone? Let your kids decide! *Putt Putt Goes to the Moon* by Humongous Entertainment provides a simple plot, some basic scenes that repeat from game to game and the opportunity for children to play a different game every time.

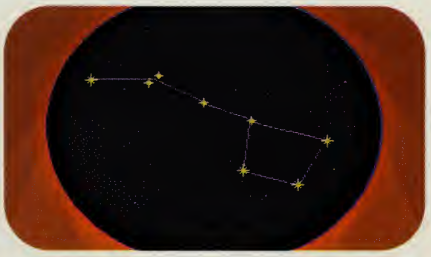
The game plays easily and can be completed relatively quickly if you set your mind to it. With the possibility of finishing a game inside of two hours, a seven- or eight-year-old can get a great sense of satisfaction from seeing immediate results from his ideas and skills. Although the potential is in it to provide several hours of enjoyment, I cannot say that this game is a must-have. Any child with a good memory will quickly realize that, no matter how he plays the game, the basic tasks and answers to problems remain the same; thus, once the game has been played through, its predictability makes it unworthy to be played again. Young children who are more into the scenery and animation, however, will enjoy the game indefinitely.

The graphics are stimulating for children of all ages—from aliens of all colors and shapes to a rocket ship your child must find the pieces to, then put together. Even a three-year-old could enjoy this game, with much parental involvement, of course. This is a gender nonspecific game, which is redeeming in an age where even Barbie has her own video games. The music is lively without being distracting, and the sound effects are, well, everywhere! This is a game where just about everything *does* something, and every action bubbles, snorts or giggles to no end.

Beyond the routine of accomplishing the same mission over and over is the method your child chooses to complete the game. The fun is in finding out how to play the game differently each time; in fact, it may be necessary if this game is to target children up to eight years of age. *Putt Putt Goes to the Moon* is more about cute animation than problem solving, and it could have been more creatively designed. Diversity is rarely as boring as predictability.



Putt Putt starts off visiting the fireworks factory, but don't forget to view the scenery along the way! Almost everything *does* something.



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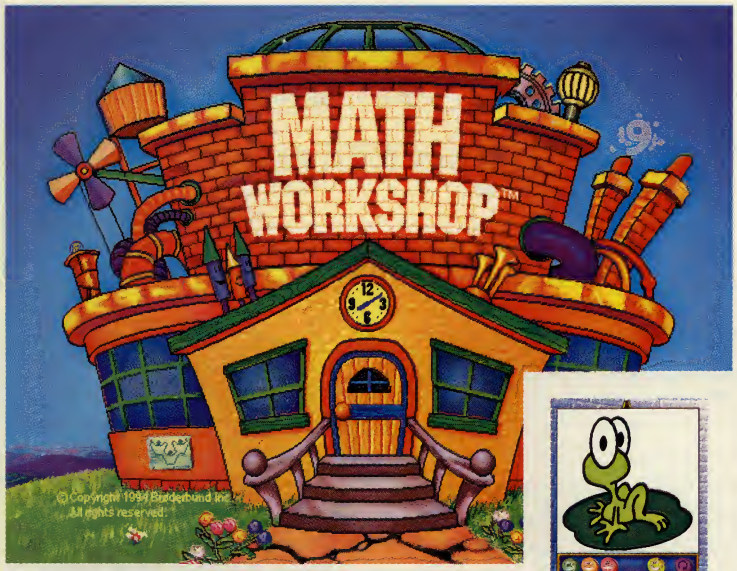
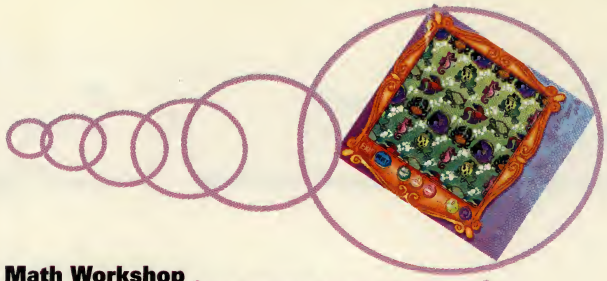


Enter the world of mathematics...but beware—this world is FUN!

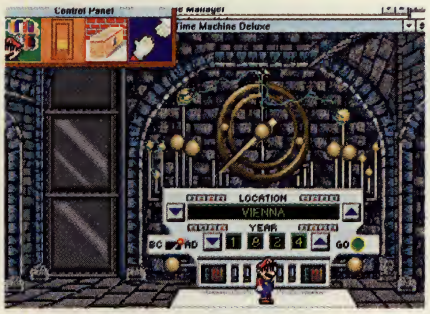


Math Workshop

Brøderbund, maker of *Living Books*, has brought a math program to us that lives up to the Brøderbund standard. *Math Workshop* is an outstanding learning center that lets you play without feeling like you are being forced to do the dreaded math. For those of us with daughters especially, this is a way to keep our girls interested in a subject they are stereotypically supposed to fall short in as they reach adolescence. Different skill levels, a variety of time requirements per game and lively animation are features that enhance the entire program. This is a learning tool also based on a system of rewards instead of punishments. No failing grades if you get too many wrong answers here; you just keep trying until you succeed. The system automatically saves your child's progress as he plays, so his accomplishments do not disappear when the computer is turned off.

The games need no extra instructions; they are self-explanatory for the youngest math whiz kids in your family. The music is very subtle and adds an air of fun without being overbearing. The sound effects are simple and often unimpressive, but who is listening when your children are taken by the animation? *Math Workshop* contains bright colors for the beautiful artwork your child can create as he paints in the pattern windows game. Brøderbund left little to chance when putting together the graphics and colors work for this program.

Overall, *Math Workshop* is a list-topper on educational needs for those who have difficulty in math as well as for children who seem to love it. Hours of entertainment, paired with printing capabilities so your children can display the fruits of their labors for all to see make a rewarding, confidence-building software program that is worth every cent.



Travel in time with Mario as he returns the Declaration of Independence to the gang in 1776 Philadelphia.

Mario's Time Machine Deluxe

Mindscape has made *Mario's Time Machine Deluxe* one amazing history lesson! Mario and his Brooklyn attitude must save time by traveling through it. As he goes, Mario speaks to great historical figures across the world, adding a lesson in geography as well as history. As your child fills out the history book at each level to help return stolen artifacts to their rightful owners in history, he will not even realize he is taking a history "quiz" as well. Of course, Mario's quizzes are much more fun than any I took in school. The game does tend to move slowly, but there are ways of speeding it up. Decrease the screen size to make the figures move much more quickly, while the text still appears in large print at the bottom of the screen and the control box remains large and easily accessible.

The animation is average, but what the program lacks in this area is well made up for by the vivid colors and backgrounds as Mario travels to the Gobi Desert to talk to Kublai Khan or the Pacific Ocean to assist Ferdinand Magellan. The music is designed to match the era and culture that each time scene takes place in; however, a few minutes of the same sound bits over and over and over...well, the Energizer bunny it is not.

Mario's Time Machine Deluxe is a game you'll want to play with your child when you really have some time to sit and enjoy each other. It is a lengthy game, but, with the save feature, you can take as much or as little time as you have available and make the most of it. The whole family will definitely learn from this game, but parents be warned: You might find Mario harder to turn off than the kids will!

CIRCLE #108 ON READER SERVICE CARD.

shareware spotlight

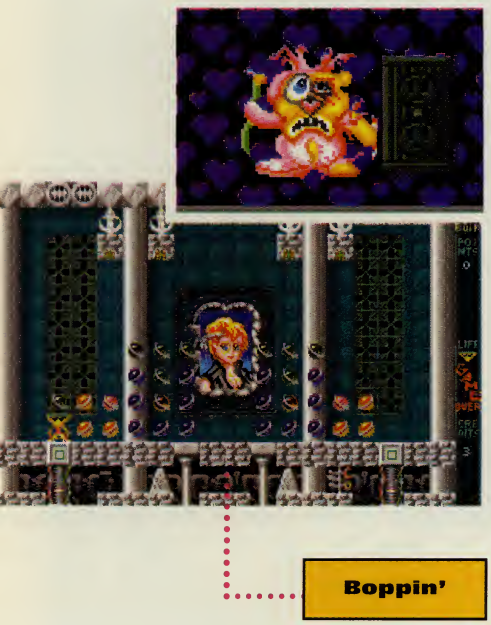
by Jeff James

shareware rumblings

Take a quick look at what computer games are hot these days, and you're bound to find 3-D–perspective games (*Doom*, *Wolfenstein 3-D*, *Ultima Underworld*) at the top of the list. Now that Id Software has proven how successful 3-D game worlds can be, imitators attempting to cash in on the 3-D craze are appearing almost daily. From *Body Count* to *Blake Stone*, the 3-D perspective has spawned a completely new genre of computer gaming. In an attempt to carve out a large chunk of this market for itself and to out-*Doom* Id Software at its own game, Apogee Software (publisher of *Wolfenstein 3-D*) has created a new software development company that will specialize in 3-D virtual game worlds. Called 3-D Realms Entertainment, the first few games from this company will be based on a powerful new game engine that supports texture-mapped 3-D environments plus modem and network play. Characters in these new games will be able to use vehicles, look up/down and taunt other players with recorded snippets of digitized dialogue. Games slated for release over the next year include *Blood*, *Duke Nuke 'Em 3-D*, *Shadow Warrior* and *Ruins: Return of the Gods*. Id Software is taking this threat to its dominance in the 3-D gaming market seriously and has continued work on *Doom*'s successor, *Quake*. *Quake* is still months from release, but a few details are known about what it will contain. Imagine a medieval bash-fest filled with hammer-throwing barbarians and truculent, slavering monsters. Mix in some elements of sorcery and you'll have a good idea what *Quake* is all about.

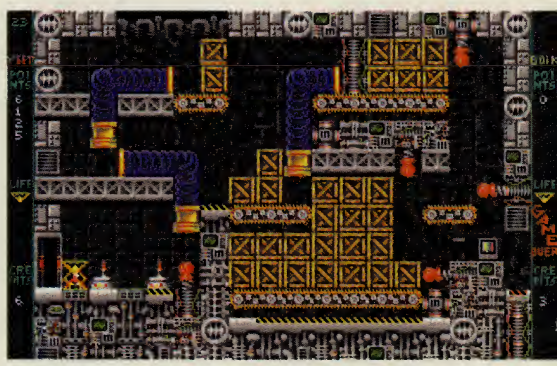
preview

Boppin'
System: IBM PC
Publisher: Apogee Software
Developer: Accursed Toys
Available: Now



A few years ago, an Amiga game developer by the name of Accursed Toys developed *Boppin'*, a platform arcade game that featured several unique twists on the increasingly bathetic run-and-jump genre. Unfortunately, the Amiga gradually began fading into obscurity, leaving Accursed Toys with an ever-diminishing market in which to sell its product. Fortunately, Apogee Software and Accursed have joined forces to bring *Boppin'* to the IBM PC.

Boppin' breaks all the conventional platform gaming rules: Instead of making gamers rescue a kidnapped princess from the clutches of some fell pixelized beast, they are charged with rescuing the bad guys from the good princess. Confused? It seems that Sweety Hunnybunz (a singing, goody-two-shoes, arcade bear) has thrown the monsters from all the video games into her dungeon in an attempt to make those games less violent. An unconventional setting needs a few unconventional heroes, so you're given the chance to direct the actions of Yeet and Boik, two triangle-headed sprites with sunglasses and an excess of attitude. There are plenty of colorful touches throughout the game, including Yeet and Boik's readiness to commit "Seppuku" upon failure and their position as "Agents of Balance," restoring order to the computer-gaming universe. Simultaneous two-player mode is supported, and over 160 screens of action will ensure that you'll be able to keep Yeet and Boik busy for a long time. A custom level editor will even allow you to create your own levels once you've mastered the originals. *Boppin'* was released in December '94, with a more fully featured, registered version to follow.



In Search of Dr. Riptide v1.1
Registration Fee: $25 + $4 S/H
Publisher: Pack Media Company
P.O. Box 1357
Pompano Beach, FL 33061-1357
Telephone: 800.628.3266
System: IBM PC
Overall Rating: 6

Off the coast of Australia, the evil Dr. Tiberius Riptide is plotting to take over the oceans of the world. His "Tuna-matic" food processor is turning the creatures of the briny deep into tasty fish patties, and the fate of the undersea world hangs in the balance. As Nick Nautilus, your job is to put an end to Riptide's evil schemes. Piloting your trusty midget submarine, you must seek out the evil Dr. Riptide in his ocean lair. To reach Dr. Riptide, you must make your way through coral reefs, caverns and other underwater locales, shooting your way past hordes of truculent sea creatures in the process. Assisting you in this endeavor is your tiny sidekick, Jason, a remotely piloted robot submarine.

Riptide plays much like a conventional platform arcade game, but with a few unique elements. The addition of Jason as a subordinate submarine controlled by the player adds another level of game play, and the ocean environment is a fascinating new game world to explore. The graphics are a bit large and cartoonish, making *Riptide* an ideal game for younger players. Ironically, you'll have to blast through waves of sea creatures—such as grenade-chucking crabs, spitting seahorses and other denizens of the deep—in order to reach Dr. Riptide. Doesn't that make our hero just as bad as Dr. Riptide himself?

Moral dilemmas and cartoonish graphics aside, *In Search of Dr. Riptide* is a product that younger gamers should thoroughly enjoy. It might not be the underwater equal of *Ecco the Dolphin* (cartridge game for the Sega Genesis), but it's definitely worth a few minutes of download time.

In Search of Dr. Riptide

Wacky Wheels v1.1
Registration Fee: $24.95 + $5 S/H
Publisher: Apogee Software Ltd.
P.O. Box 496389
Garland, TX 75049-6389
Telephone: 800.APOGEE1
System: IBM PC
Overall Rating: 8

COMPUTER PLAYER RECOMMENDED

One of the most popular games ever on the Super NES, *Super Mario Kart* is undoubtedly responsible for selling a sizable number of Super Nintendo machines. After years of being *Kart*-less, IBM PC-using addicts of said game now have something to cheer about: Apogee's new *Wacky Wheels* is the best *Mario Kart* clone to hit the IBM PC yet. Developed in conjunction with Beavis-Soft (or is that Butt-head-Soft?), *Wacky Wheels* allows you to control one of several go-carts, each driven by a cartoonish animal. There are eight animals total (three in the shareware version), ranging from Razer the shark (who loves to gnash his teeth at you if he wins) to Tigi the tiger. Once the race begins, a bunch of other cart-driving critters will try to keep you from the winner's circle, either by ramming you off the road or by shooting thick-skinned hedgehogs at you. Your viewpoint is immediately behind your chosen driver, and the game world streams by in a 3-D fashion. During your mad dash around the track, you'll come across a variety of power-ups and other goodies. Running over a hedgehog gives you more ammunition for your hog-gun, while bombs and lighter fluid can also be used to thwart the combative racing habits of your opponents. In addition to the single-player game versus the computer, you can link up with a friend using a serial cable or modem connection. Two players can play at the same keyboard, too. In two-player mode, you also have access to a set of "giggle keys." When pressed, a little red devil brandishing a pitchfork will appear in front of your opponent's go-cart, obstructing his view.

In addition to the racing options, you can select a "Wacky Duck Shoot" option that lets you careen around a closed track, blasting wheeled ducks with your hog-gun. All in all, *Wacky Wheels* has more than enough game options to keep even the most jaded cart driver satisfied. Network support for more than two players would have been a god-send, but *Wacky Wheels* stands well on its own four tires as is.

Wacky Wheels

Skunny Kart v1.2
Registration Fee: $29.95 + $4 S/H
Publisher: Copysoft
250 Arlington St.
Marshfield, MA 02050-4620
Telephone: 800.595.3475
System: IBM PC
Overall Rating: 7

From a programming team in Belgium comes *Skunny Kart*, another *Super Mario Kart* clone. Like *Wacky Wheels*, *Skunny Kart* lets you race around a closed track, controlling a go-cart driven by a cartoon animal. *Skunny Kart* does have its advantages, such as faster operation on slower 386 and 486 machines, and most tracks seem packed with a wider assortment of traps, tricks and power-ups. *Skunny* vigorously embraces the cartoon element, with plenty of silly backgrounds and game elements, such as power-ups that shrink your cart to pint size or give you super speed. Like *Wacky Wheels*, *Skunny Kart* is a much more playable game when used with the Gravis Gamepad as a control device.

So which is better? *Skunny Kart* features more power-ups and other goodies, but *Wacky Wheels* features slightly more polished graphics and multiplayer support. In the race for the shareware cart-racing crown, *Wacky Wheels* beats *Skunny Kart* to the finish line by a nose (or is that a trunk?). Both are a blast to play, but *Wacky Wheels* holds the pole position.

Skunny Kart

Descent

by Mike Davila

Not entirely an ambitious *Doom* clone, *Descent* has elements of a flight sim within its architecture. The player controls a flying vehicle through a huge maze of tunnels within a mine. The gamer's objective is to destroy as many robots and generators as possible, while trying to rescue miners in the process. After you've completed as many of those tasks as you can, you then proceed to blow up the mine and move on.

Unlike other titles in this genre, *Descent* offers a full 360-degree range of movement. At times, that amount of freedom within the game may manage to make you dizzy and disoriented. Besides the full range of angular movement, forward and reverse motion implements the laws of physics for a more realistic feeling of actual flight. There is also a large arsenal of primary and secondary weapons that the user can acquire along the way. *Descent* looks like it will offer fans of *Doom*-like games another perspective of the popular game type.

System:
IBM PC
Publisher:
Interplay
Developer:
Parallax
Available:
Now

SuperKarts

This little European import caught the public by surprise and managed to be one of the main attractions at the European Computer Trade Show in London. Essentially, *SuperKarts* is an ultrafast action-driving simulation. If you've ever seen *Super Mario Kart* on the Super NES console system, you'll have some idea what this game is like.

SuperKarts is fast and furious, offering PC players an arcade experience on their computer. A special proprietary graphics engine called RT3D has been developed that uses texture-mapped screens running up to 50-plus frames per second. Besides the first-person perspective being available, users can choose a whole range of alternate views. There is even a split-screen mode that can be selected when playing against another human player.

Unfortunately, at the current time, this game hasn't been picked up by an American software publisher/distributor, so you might want to check out some mail-order outfits that deal with foreign imports in order to get a copy.

System:
IBM PC
Publisher:
Manic Media
Developer:
Manic Media
Available:
Unknown

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Retribution

Gremlin Interactive's first solo foray into the American computer-gaming scene is also its most ambitious project to date. *Retribution* is an action/strategy shooter with a sci-fi twist. The setting is Earth four centuries from now. A plot is uncovered that reveals aliens that are using humans for a source of high-protein food. As the pilot of a combat vehicle, your objective is to stop the aliens.

Retribution consists of 11 major campaigns, each with over 50 varied missions. All the missions are linked together by cut-scenes that elaborate as to the progress that one makes or doesn't. The game's landscape during the action is rendered in real time, adding to the sense of realism.

System:
IBM PC CD
Publisher:
Gremlin Interactive/
Suncom Technologies
Developer:
Gremlin Interactive
Available:
Now

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What Reviewers are Saying :

"Lots of games claim to be pushing the envelope—*Under a Killing Moon* blows it to **smithereens!** "
—William Trotter, *PC Entertainment*

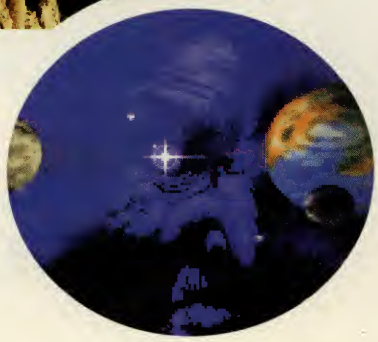
"*Under a Killing Moon*...the **most elaborate** graphic adventure to date. A ground breaking CD adventure!"
—Joyce Worley, *Electronic Games*

"*Under a Killing Moon* combines the best elements of movies and computer games and creates an amazing interactive experience that's **better than either of them** . It literally pulls you into the screen."
—Denny Atkin, Entertainment Editor, *Compute Magazine*

This category-creating Interactive Movie from ACCESS Software goes light years beyond any other product labeled "interactive." *Under a Killing Moon* takes you to the streets of post World War III San Francisco and casts you into the role of Tex Murphy, Private Investigator, who first appeared in *Mean Streets*, then *Martian Memorandum*. *Under a Killing Moon* is a Virtual World full of people and places so richly detailed, you'll feel like you're actually there.

Ishar 3:
The Seven Gates of Infinity

If the name hasn't given away the fact that this is a role-playing game, then let us tell you officially that it's a game that typifies the genre. The game has a distinctly medieval European flavor. Players can control a party of up to five different members. You can customize your group from more than 100 personality profiles, and there are over 40 spells and potions that can be used throughout the game. *Ishar 3* is a title that will certainly appeal to die-hard role-playing enthusiasts, but the game's interface seems a little dated for today's standards. If you are a newcomer to the genre, you might find this title a little intimidating to break into.



UNDER A

Killing Moon

Q: What do film stars *Brian Keith*, *Margot Kidder*, & *Russell Means* all have in common?

A: They all star in ACCESS Software's new CD thriller *Under a Killing Moon!*

System: IBM PC
Publisher: ReadySoft
Developer: Silmarils
Available: Now

Format: 2 CD's for MS-DOS

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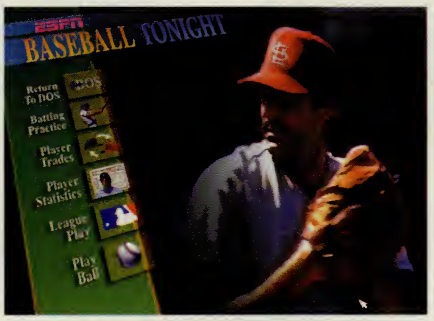
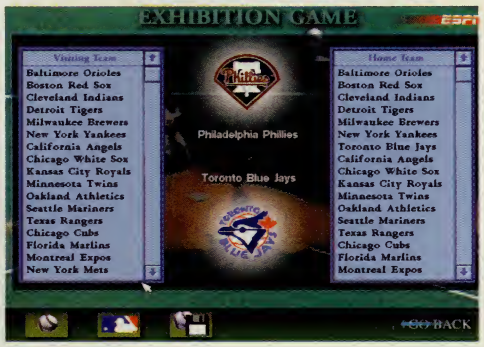
ESPN Baseball Tonight



The baseball season might have been a washout last year, but maybe *ESPN Baseball Tonight* will be able to tell you who *would* have won the 1994 World Series. *Baseball Tonight* seems to be by far one of the most feature-filled baseball simulations to be released for the home computer. Full-motion video clips of actual games and real narration complement the game. Some of the game's options include: practice, league play or exhibition, stadium selection, player trades, schedule and season manipulation, etc.

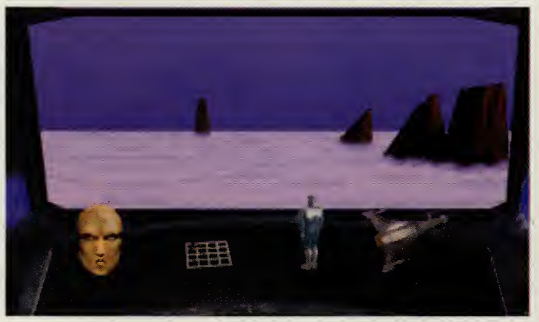


There is more than enough in this game to keep baseball enthusiasts occupied. Whether you are into the stat-laden aspects of the sport or the more action-oriented elements, this looks like a title that you won't want to miss out on.

System:
IBM PC CD
Publisher:
Sony Imagesoft
Developer:
Stormfront Studios
Available:
Now

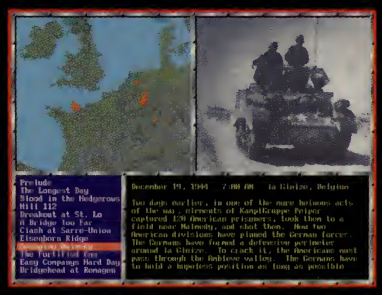
Renegade

SSI continues to surprise us with new titles that are not consistent with what it has done in the past, and *Renegade* is one such title. A radical departure from SSI's lineup, it is essentially a space combat simulator along the lines of Origin's *Wing Commander* and Take 2's *Star Crusader*.



Players can choose from a variety of pilots and different ships. Unlike other space combat sims, *Renegade* is programmed in SVGA mode, so the graphics and cinematics are extremely crisp and clean. But you're going to need plenty of PC horsepower.

System:
IBM PC CD
Publisher:
Strategic Simulations Inc.
Developer:
Strategic Simulations Inc.
Available:
Now



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Reviews

HOW IT WORKS

Our reviews are the opinions of our freelance and staff writers. Games are rated on a scale of 1 to 10, with 10 being the highest rating attainable.

REVIEWED THIS ISSUE

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76 Death Gate

Stamps of Approval

If you see either one of these stamped on a review, put down the magazine, go to your software store and purchase said game immediately.

PERFECT!
Excels in all categories. A milestone. These games are very rare.

RECOMMENDED
An overall great game. If you're an avid player of the genre, this game is a must-own for your library.

review

Litil Divil

COMPUTER PLAYER RECOMMENDED

IBM PC CD

Mutt faces off against flesh Limbaugh in a fight to the finish.

Take your hard-earned gold to the shop and go on a shopping spree.

Editors' Ratings
CHRIS: 8 Good, clean cartoony fun!
JEFF: 8 Cute and clever.
MIKE: 8 Great combo of genres.
RON: 6 It's as frustrating as it is cute.

9 PLAYABILITY
8 MUSIC, SOUND EFFECTS, $ VALUE
7 GRAPHICS, ORIGINALITY

Fall into one of the numerous pits in the Labyrinth and Mutt takes a moment to curse you out.

Price:
Available:
Genre:
Media:
Developer:
Publisher:
Phone:
System Requirements:
Contents:

52 COMPUTERPlayer October

Summary Paragraph

It all ties together here, where we issue our final verdict and tell you honestly if it's a dog or a *Doom*.

Ratings Categories

GRAPHICS: This is where we look at things like animation, background and character art, color palette, scrolling, resolution, etc.
MUSIC: Here we evaluate those wonderful musical scores.
ORIGINALITY: A look at the effort that was put into creating a unique gaming experience. Same old just doesn't cut it here.
OVERALL: This rating takes into account all of the pluses and minuses of the game. This overall rating is **not** an average of the other scores.
PLAYABILITY: Ease of game's interface, enjoyment of the task involved, control mechanism and replayability all factor in here. As a single factor, playability is the game's most important aspect.
SOUND EFFECTS: Located on the side of the human head, ears play a big part in evaluating this nonmusical aspect of the game. Creating an atmosphere is crucial.
$ VALUE: We'll tell you if the particular game is worth the hard-earned dollars that you might pay for it. With games running anywhere from $20 to $80, you might find this rating indispensable.

TECHBOX

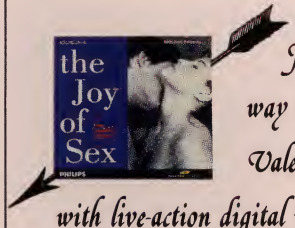
Important stuff you need to know about the game, including hardware requirements, developer, publisher and price. You'll even discover some of the game's active ingredients.

Editors' Ratings

As a wise man once said: "You can't please all of the people all of the time." Taking the wildly varying tastes of our staff into account, not every game that comes through our offices is going to be a bona fide crowd pleaser. Because the lengthy reviews only give the opinions of the individual reviewer, this area acts as a little black soapbox from which each editor can give his two cents about the game in question. While great games in any genre tend to be recognized as such, often a lone voice in the crowd will cry out, "The emperor wears no clothes!"

Lastly, if you're wondering why our dear editorial director, Chris Gore, wasn't around to give his incredibly biased ratings to the games, he was off in the land of the rising sun, drinking sake and checking out the latest console games.

Sure, he can make you fall in love. But can he show you how to do the X-position, the Flanquette or the Wheelbarrow?



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CIRCLE #112 ON READER SERVICE CARD.

review

Relentless: Twinsen's Adventure

IBM PC CD

by Mike Davila

COMPUTER PLAYER RECOMMENDED

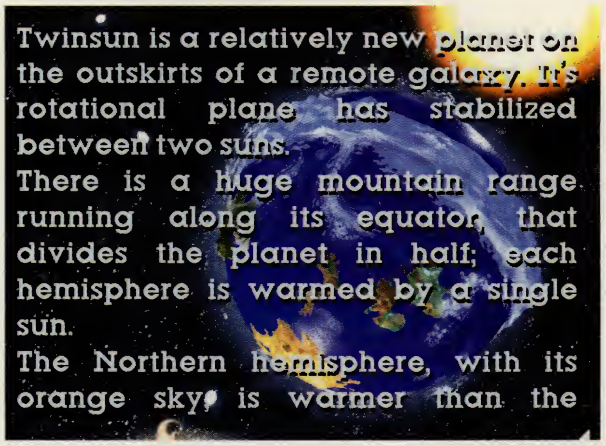
If you own a CD-ROM drive and you want a game that exploits it, then *Relentless* is the game for you.

I literally had to force myself to play this game. The name didn't exactly make me want to drop everything and run to the computer. After I popped it in and installed it, I was pleasantly surprised to find out that the game was *Little Big Adventure*, a game that was highly hyped in the French gaming magazines.

The story behind the title is almost as interesting and as bizarre as the actual game. A planet called Twinsun has been taken over by a dictator by the name of Dr. FunFrock. The planet has the unique quality of being warmed by two suns. One in the northern hemisphere, which is cooler, and one in the southern hemisphere, where the majority of the planet's population has been relocated by the dictator. The two hemispheres are separated by a frozen mountain range.

There are four races of beings on Twinsun. Spheros (not Spiro Agnew), which are creatures that look like living basketballs. Grobos, which are humanoid versions of elephants, Rabbibunnies, which look more like dog/human hybrids than rabbits and, last but not least, Quetches (that's you), which look like coneheads with a ponytail on the tip of their cone.

Relentless is a superb hybrid of action and adventure. The overall perspective of the game is three-quarter overhead, similar to Bullfrog's *Syndicate*. Players take on the role of Twinsen in his fight to stop the fascist Dr. FunFrock, save the planet and res-



TECHBOX

Price:	N/A
Available:	Now
Genre:	Action/Adventure
Media:	Compact Disc
Developer:	Adeline
Publisher:	Electronic Arts 1450 Fashion Island Blvd. San Mateo, CA 94404
Phone:	800.245.4525
System Requirements:	IBM PC 486 33 MHz or Better VESA Compliant SVGA Card Single-Speed CD-ROM Drive Four Megabytes RAM 11 Megabytes Hard Drive Space
Contents:	Exploring, Adventure, Puzzle Solving and Groboclones

cue his girlfriend.

As the player's character interacts with nonplayer characters (NPCs), clues are revealed and aid is given. *Relentless* is essentially a big puzzle that the player must unravel. The more you solve, the bigger the game becomes, with even more to explore.

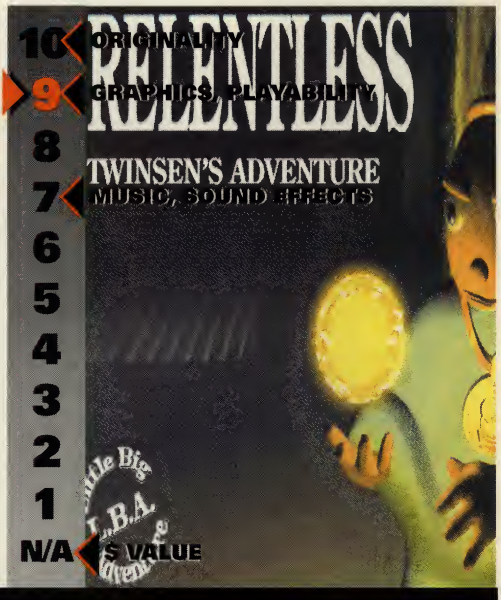
There are four modes of character behavior (Normal, Athletic, Aggressive and Discreet) that you can set Twinsen to, depending on the situation at hand. Normal lets Twinsen wander around and explore at a steady pace. Athletic will let Twinsen run around and jump. Aggressive puts Twinsen into a fighting mode so he can punch and kick, and Discreet lets him tiptoe about and hide. Getting into the game takes a little while adjusting to the controls. More times than I care to count I found myself running into walls unintentionally. And every time you do so, it lowers your health.

If the game's beginning to sound remotely familiar, it should. Adeline, the game's designer, is a former member of Infogrames and Delphine—of *Alone in the Dark* and *Flashback* fame. And you'll find elements of those games within *Relentless*.

The game automatically saves your position and status periodically. So, if you use up all your lives, you can restart where you left off. Unfortunately, you can't save your game at different stages of play. Basically, you're stuck at your current location, without being able to go back and see how you did something previously. A couple of times I found myself wishing I could load up a saved game so that I could hear a clue again from an NPC without having to travel all the way back to that particular location. On the flip side, you can travel wherever you want as long as you have the resources.

It took me about 20 hours to solve the entire game, and it left me with a feeling of wanting more. However, it's a game that you don't need to necessarily rush through, like I did. You can take your time in figuring out clues, and, if you get frustrated, you can set the game aside and come back later with a clear head.

Whether you are an advanced gamer or just an occasional one, if you are planning on buying only one game anytime soon, you will want to make it *Relentless*. The talented designers made sure that you would get your money's worth. And that's exactly what you are going to get.



Editors' Ratings

JEFF: 9 Syndicate *meets* Alone in the Dark.
JEREMY: 9 *Absolutely unrelenting.*
MIKE: 9 *Trust me—you'll love it!*
RON: 9 *Sets new standards for adventure games.*

review

The Legend of Kyrandia Book Three: Malcolm's Revenge

IBM PC CD

by Ron Dulin

COMPUTER PLAYER RECOMMENDED

Malcolm's Revenge has something that has long been absent from the adventure genre: replay value.

This newest installment in the popular *Kyrandia* series puts the player in control of Malcolm, a malevolent court jester. Recognizing that constantly playing the hero can get a little tiring, Westwood Studios has done for the game series what LucasArts did with *TIE Fighter*: given the player a chance to see how the dark half lives.

In the first chapter of the series, simply titled *The Legend of Kyrandia*, Malcolm came to an unpleasant demise. Prince Brandon, believing Malcolm had killed his father, left Malcolm literally petrified, turning him into a statue as the final act of the game. Now Malcolm has been freed through a freak act of nature, and he's back to clear his not-so-good name.

The *Kyrandia* series has evolved in many ways since the first game, which was a relatively generic, good vs. evil puzzle-solver. In the second chapter, *The Hand of Fate*, the series began to develop a personality for itself. With *Book Three*, Westwood has completed that evolution, with a refreshingly unique take on this well-trod genre.

The most original thing about *Malcolm's Revenge* is that almost every puzzle has multiple solutions. Not that every solution is logical; in fact, one of the things that makes the game more enjoyable than your average adventure is that players will stumble upon a solution to almost any puzzle if they just try *everything*. For the more conventional player, the logical approach will work as well, and clues to survival are abundant.

The multiple-solution factor is a huge plus in *Malcolm's Revenge*, and gives the game something that has long been absent in the genre: replay value. For instance, in the first section of the game there are six entirely different methods for escaping from the land of *Kyrandia*, where, needless to say, Malcolm is a little unwelcome.

After escaping from his homeland,

TECHBOX

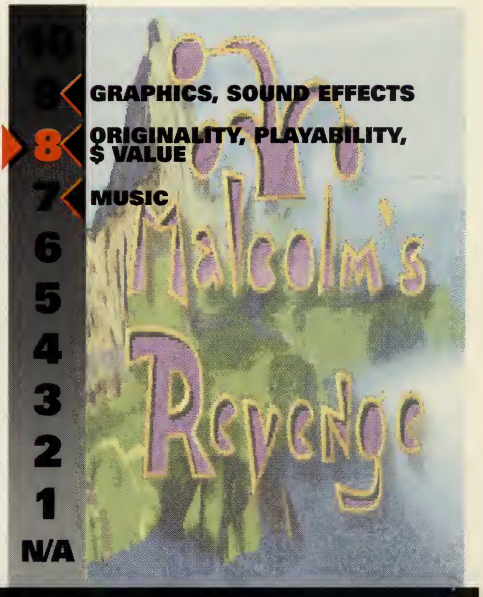
Price:	$40
Available:	Now
Genre:	Adventure
Media:	Compact Disc
Developer:	Westwood
Publisher:	Virgin Interactive 18601 Fitch Ave. Irvine, CA 92714
Phone:	714.833.8710
System Requirements:	IBM PC 386 or Better CD-ROM Drive 2.5 Megabytes EMS or XMS RAM 15 Megabytes Free Hard Disk Space
Contents:	Evil Jesters, Revolutionary Kitties and a Live Studio Audience

Malcolm will travel to many fantastic locations—from the Isle of Cats to the Ends of the Earth (literally)—in his quest to return to Kyrandia and right the wrongs that have been done to him. Malcolm is by no means a saint, but he's more of a crotchety curmudgeon than a cold-hearted killer. His mischievous nature is explained in the stunning intro, which utilizes beautifully rendered graphics to tell his story. It seems Malcolm's "good conscience" (utilizing the old angel/devil on the shoulder trick) had a bit of an accident during his childhood, so the misunderstood prankster has only had his bad side's advice to follow.

The graphics throughout the game, not just in the intro and cut scenes, are great. Though the characters themselves are nothing different, the backgrounds (especially the water) are incredible. The sound is great, utilizing digitized speech that actually fits the characters and well-written dialogue that is both helpful and humorous. The humor is aided by the "studio audience," an optional laugh track that lightens the atmosphere of the game. And, like most studio audiences, the things they find funny usually aren't.

Malcolm's Revenge is not perfect. It suffers from many of the long-established problems of the genre, most notably illogical solutions to seemingly impossible problems. But to the game's credit, you will rarely find yourself in a situation where the tools you need to solve it are not handily available, and you'll rarely have to load a previous game because of a bad decision. Malcolm can die in only a few locations, and in those locations you will be given a "second chance" option that allows you to resume the game right before your fatal action.

***Malcolm's Revenge* is an enjoyable and innovative adventure game. The simple interface is a snap to learn, and the many paths to success give the game a longevity not normally seen in this genre. Easily the best game in the *Kyrandia* series, as the saying goes: The third time's the charm.**



Editors' Ratings

JEFF: 10 *Three times as fun.*
JEREMY: 8 *The dark side is where it's at.*
MIKE: 8 *The legend continues being a legend!*
RON: 8 *A surprisingly original adventure game.*

review

Armored Fist

IBM PC CD

by Kevin McCann

COMPUTER PLAYER RECOMMENDED

The Cold War might be over, but it's still fun to go after Communists.

Strap into a 70-ton behemoth, guns blazing as you rumble over scorched earth in search of the enemy. You're not here to ask why, just to do or die. Welcome to NovaLogic's *Armored Fist*, a fast-paced tank simulation using the patented Voxel Space technology last seen in *Comanche: Maximum Overkill*.

The going's gonna be tough, but, as the platoon leader, you'll have from one to four units at your disposal, with each unit consisting of up to four vehicles. Like *Comanche*, you can target a specific enemy or area and call in additional firepower from air support, or dial in for an artillery strike while you tap your ruby slippers together to get the heck out of there fast.

A valuable option that wasn't available in *Comanche* is the ability to jump from the CCV (Command and Control Vehicle) to your other vehicles, either monitoring their actions firsthand or, preferably, taking direct control of them. So, in essence, with a maximum load of four fully equipped units, you have 16 vehicles that you can individually take for a little test drive when the situation merits.

Among the tanks you commandeer are the American M1A2 Abrams and Bradley IFV, as well as the Russian T-80 and BMP-2, each with its own particular handling combined with respective strengths and weaknesses. With that in mind, it's best to get a feel for each unit in the training missions before flinging headlong into the campaigns and playing tank roulette.

Whether you're jumping from tank to tank keeping a hand and eye on all fronts, or quickly slewing the turret side to side, blasting enemies while charging forward, the control is quite responsive even when the action's hot and heavy.

A wide variety of joysticks are supported, including such standards as the CH Flightstick/Flightstick Pro. Thrustmaster aficionados won't be left in the cold, with both the Thrustmaster FCS and WCS Mark I being extensively utilized. *Armored Fist* can also be played reasonably well via the mouse and keyboard.

Unlike *Comanche*, the overall graphics

TECHBOX

Price:	$59.95
Available:	Now
Genre:	Simulation
Media:	Floppy Disk and CD
Developer:	NovaLogic
Publisher:	NovaLogic Calabasas Commerce Ctr. Bldg. 4, 26010 Mureau Rd. Suite 250 Calabasas, CA 91302
Phone:	818.774.1797
System Requirements:	IBM PC 386 SX or Greater Four Megabytes RAM Eight Megabytes Hard Disk Space
Contents:	M1A2 Abrams, Russian T-80s and Lots of Explosions

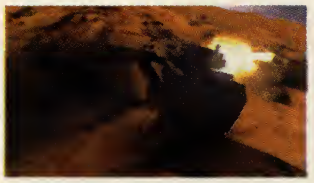
won't blow you away. At the highest detail setting, the terrain is noticeably blockier than *Comanche*'s valleys and hills. However, the graphics are still good, and this slight shortcoming is more than compensated for by the realism added from having hills to position your tank against for defense, including banking perspectives as you drive forward at an angle on the side of a hill.

The pyrotechnic demon in you will smile gleefully as you perforate fuel drums and propane tanks with bullets, letting loose great balls of fire that even Jerry Lee Lewis would envy. Other animations are equally commendable, such as the lethal rain of artillery fire and the realistic vision-impairing effects of smoke in battle.

Further drawing you into the simulation are the sound effects, from the low, steady roar of the engine that comes from the heart of your tank to the explosive gunfire and detonation of shells. The music tends to be a little soft at times, lessening the feeling of impending doom, but otherwise blends in nicely and doesn't detract from the missions.

Rounding out *Armored Fist* is a mission builder, allowing you to create your own custom scenarios. Set the number of units and what's within each, the type of terrain, some minefields, way points, artillery, mission goals and more, then give it a spin. On top of this, the mission builder is very easy and intuitive, letting you throw together a new scenario in no time flat. The only thing missing is modem play. Oh well, can't have everything.

Armored Fist's numerous campaigns, combined with great playability, good graphics and explosive sound effects will keep your tanks treading through battles for a long time to come. And for those who are insatiable, the mission builder is an added bonus destined to keep the replay value high. NovaLogic's _Armored Fist_ provides heavy-metal action that definitely rocks.



If you see this cinematic sequence, rest assured you won the battle.

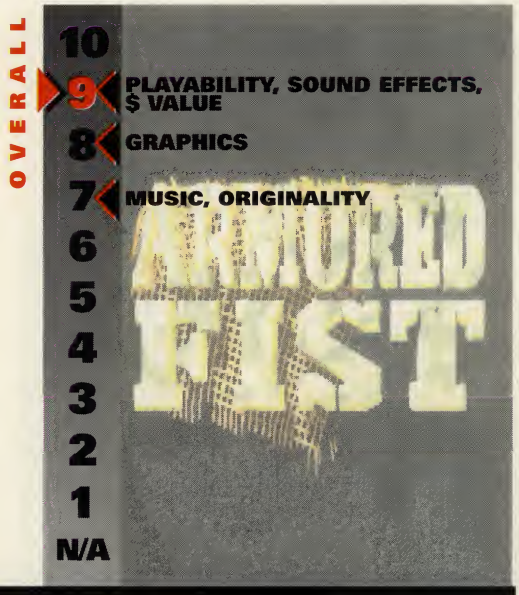
Don't stop to smell the roses, because you just ran over them. There's only the quick and the dead here.

A point-blank shot delivers the goods, although you rarely want to be this close to your enemy.

How many times did Mom tell you not to blow your top? You don't want to see this screen too often.

An enemy tank gets nailed.

Unless you pause the game, you could die viewing the map in real time. Learn it quickly, as the map's essential in later campaigns or for designing new scenarios through EDIT.



Editors' Ratings

JEFF: 9 *Makes a military sim interesting.*
JEREMY: 8 *It's a fist of fury!*
MIKE: 8 *A great D&D game–that's death and destruction.*
RON: 8 *A highly playable tank simulation.*

review

IBM PC CD

Magic Carpet

COMPUTER PLAYER RECOMMENDED

by Ron Dulin

Magic Carpet is the type of game you will see in your sleep. If you can find any *time* to sleep.

A cursory glance at *Magic Carpet* could be deceiving. What is, at first sight, an apparently simple 3-D flying game is actually a complex and addictive strategy game. *Magic Carpet* is the type of game that you will see in your sleep. If you can find any *time* to sleep.

The game takes place after the "Wizard War," a power struggle that nearly destroyed the unnamed world of the game. The various wizards who controlled the land competed to gather the powerful energy source, mana, which existed in all living things. The wizards finally brought the world to near destruction with their destructive magic.

As a young apprentice, first equipped only with the eponymous rug, the player must fly throughout the land, gathering mana, defeating opponents and restoring each of the 50 worlds in the game. These opponents can be computer-controlled or up to eight human opponents can battle in network mode. Each level contains numerous new spells, and soon the young apprentice will have the arsenal of a wizard at his fingertips.

There are many different methods of gathering mana. Out-and-out killing sprees can be just as effective as careful strategic planning, ensuring that both trigger-happy sociopaths and eggheaded strategy buffs will find hours of enjoyment with *Magic Carpet*. Different methods can be more or less effective in each level, requiring players to constantly rethink their tactics.

The game creates its environment using an innovative 3-D engine, which is decorated with incredibly realistic graphics and sound effects. The feeling of flight is so real

TECHBOX

Price:	$59.95
Available:	Now
Genre:	Action/Strategy
Media:	Compact Disc
Developer:	Bullfrog
Publisher:	Electronic Arts 1450 Fashion Island Blvd. San Mateo, CA 94404
Phone:	800.245.4525
System Requirements:	IBM PC 486, 33 MHz or Better CD-ROM Drive Eight Megabytes RAM Two Megabytes Hard Drive Space
Contents:	Vigilantes, Pedestrians and Hood-mounted Buzz Saws

that I nearly fell out of my chair before I realized how violently I had been ducking and leaning. But as almost everybody knows, foolish behavior is the sign of a great game.

Visually, the game is almost peerless. The landscape is beautiful, from the cloudy sky right down to the amazingly realistic water. Unfortunately, the richly detailed graphics slow down the game on slower machines, but the accommodating folks at Bullfrog have made most of the detail optional so that it can be customized to each machine. And lucky Pentium owners will be pleased to know that the game automatically configures and optimizes itself for the system.

The sound effects and the music are topnotch. The music is both ambient and eerie, simple enough to not be a nuisance, yet complex enough to set the mood. The sound effects are so realistic that they can actually be frightening (such as the very distant buzzing of an approaching bee swarm), and the stereo effects help you pinpoint enemies outside of your view.

The one complaint I've heard about *Magic Carpet* is that the controls are too cumbersome—a complaint which most users will agree with once they begin playing. Though admittedly difficult to master, the standard mouse/keyboard combo allows for a maneuverability that neither controller alone could hope for, and after one or two levels you'll forget that they were ever a problem.

***Magic Carpet* is simply a great game. The temptation is there to describe it as a 3-D *Populous*, as it does have some "god game" elements. But, with the action-oriented game play and the first-person perspective, *Magic Carpet* differs in many ways from Bullfrog's earlier offerings. Enhanced by the incredible graphics and sound, Bullfrog has once again succeeded in creating a groundbreaking game that is both addictive and challenging.**

Editors' Ratings

JEFF: 10 *You won't be able to sweep anything under this rug.*
JEREMY: 9 *A bitch to control, but cool as hell.*
RON: 9 *A great mix of action and strategy.*
MIKE: 8 *Flying at ease.*

review

Dreamweb

IBM PC

by Jeff James

Dreamweb is a throwback to a simpler era of gaming.

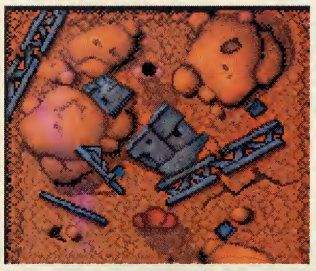
In an industry in which ray-traced animation and digitized artwork are quickly becoming the norm, Empire Interactive's *Dreamweb* is a throwback to a simpler era of gaming. Instead of lavishing their production efforts on flashy introductory sequences, the staff at developer Creative Reality concentrated on making the world of *Dreamweb* one of the most richly textured and atmospheric in any adventure game to date. For the most part, they have succeeded.

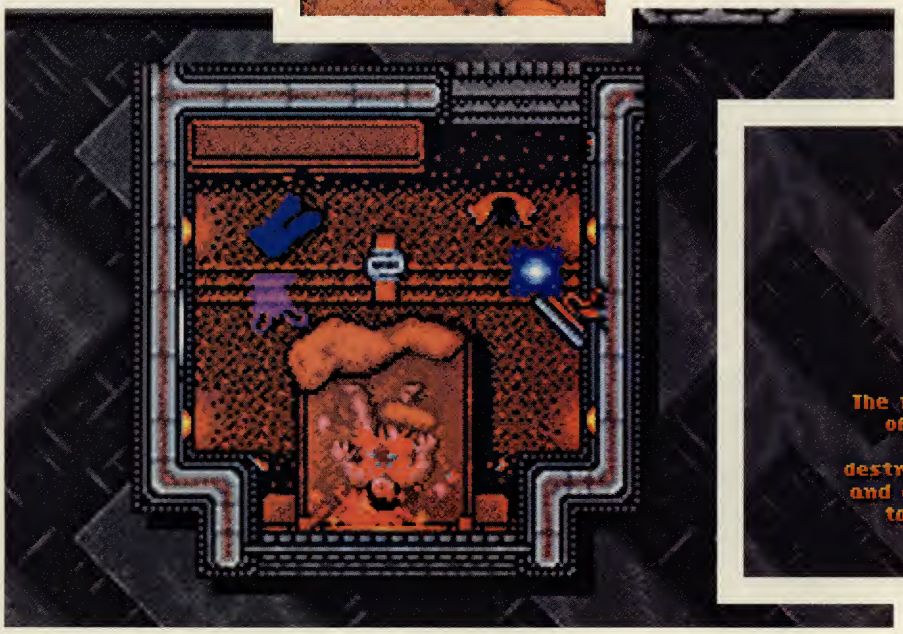
The storyline reads like a Stephen King novel, saturated with a heavy dose of Ridley Scott's *Blade Runner*. It's sometime in the future, and your character, Ryan, has been beset by a plague of bad dreams. Ryan learns that the world of dreams exists in a plane of reality called the Dreamweb, sort of a giant, collective *un*consciousness. Eventually, Ryan is contacted by the keepers of the Dreamweb, who inform him that seven evil individuals are threatening the web with ultimate destruction. As Ryan, you must hunt down these people and eliminate them, saving the Dreamweb and the overpopulated Earth in the process. Here begins the dark and mysterious world of *Dreamweb*, where you must race through the grimy, rain-soaked streets of the future in an effort to save humanity.

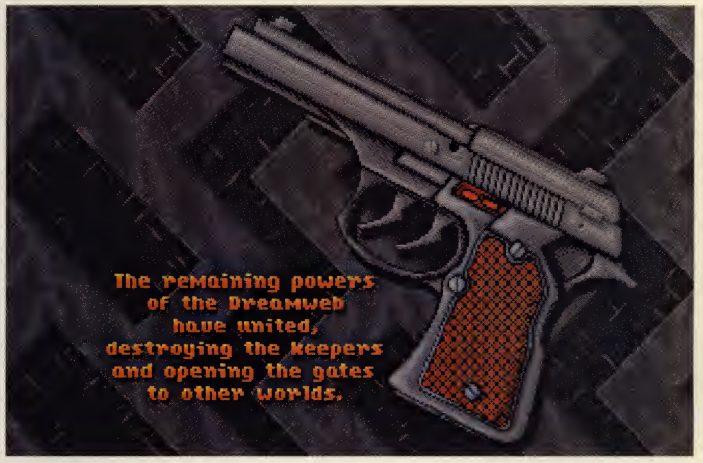
To help Ryan achieve his goal, the *Dreamweb* interface allows you to control his actions. Viewed from an overhead perspective, you move Ryan about the screen, picking up and using objects, searching for secret areas and conversing with—or plugging with hot lead—the people you encounter. Most of the action takes place in a rather cramped window in the center of the screen, with disk controls on the right and Ryan's inventory on the left. Your pointer doubles as a magnifying glass as you move it across the screen, allowing you to see objects as small as a single pixel in width. Nearly everything in the *Dreamweb* game world can be picked up and used in some fashion; just searching through the first few rooms of the game I managed to quickly fill up Ryan's inventory with items. The eerie, futuristic atmosphere is accentuated by extremely well-done sound effects, which accompany nearly every action Ryan undertakes, from playing a few strings on a guitar to pressing noisy elevator buttons. Sound effects also fade over distance, giving you an effective illusion of reality.

TECHBOX

Price: $59.95
Available: Now
Genre: Adventure
Media: Floppy Disk
Developer: Creative Reality
Publisher: Empire Interactive
13220 Wisteria Drive, Bay N-2
Germantown, MD 20874
Phone: 301.916.9302
System Requirements: IBM PC 386 or Better
VGA graphics Card
Four Megabytes RAM
20 Megabytes Hard Disk Space
Contents: Sex, Drugs, Cyberpunks, Lots of Blood and a Cool Sci-fi Plot







Dreamweb is an adult game, filled with sex, drugs, spurting blood and a mature, well-crafted storyline. Although not explicit by any means, it would definitely earn a PG-13 or R rating if it were a movie. The graphics are crisp and detailed, albeit a bit on the tiny side. The included documentation is well-written, although the instruction manual is rather sparse on information, and Ryan's diary can take a bit of perseverance to get through.

The biggest problems facing *Dreamweb* are its unwieldy interface and the cramped nature of the screen. Novice gamers may immediately find themselves frustrated by the unusual interface, and the window into the Dreamweb world is simply too small, occupying less than half of the 320x200 VGA screen. Better use would have been made of the on-screen real estate by increasing the size of the game window and reducing the size of other elements, such as Ryan's looming figure—used to access inventory—on the left of the screen.

Okay, so the interface is a bit cumbersome and the graphics are above average at best. Nevertheless, *Dreamweb* does have a lot going for it. A forthcoming CD-ROM version will offer digitized speech by professional voice actors, which should accentuate the gloomy atmosphere of the game even further. If you're a veteran adventure gamer looking for an adult, richly developed game world—and a break from the usual saccharine fare of most adventure games—you'll find *Dreamweb* a gaming experience well worth the price of admission.

OVERALL

10
9 ORIGINALITY
8 SOUND
7 GRAPHICS, PLAYABILITY, $ VALUE
6 MUSIC
5
4
3
2
1
N/A

DREAMWEB

Editors' Ratings

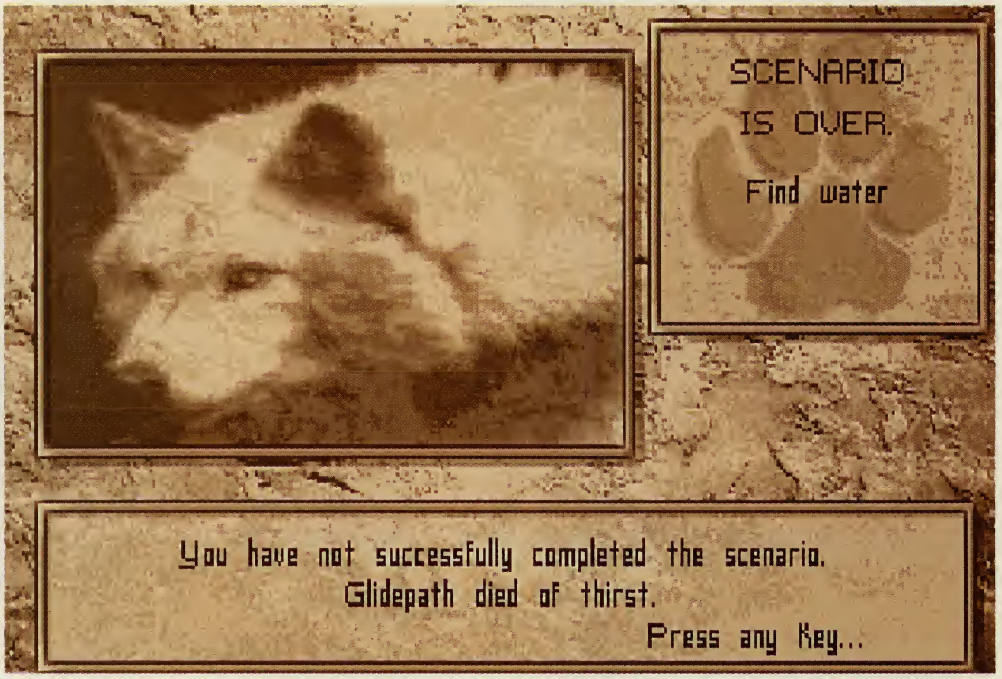
JEFF: 8 Blade Runner *meets Hitchcock.*
JEREMY: 7 *It's so dreamy.*
MIKE: 7 *I like the future.*
RON: 7 *An eerie sci-fi treat.*

review

Wolf

IBM PC CD

by Peter Suciu



This is a fairly serious game. To fail at the scenario's designated task pretty much means death.

TECHBOX

Price:	$54.99
Available:	Now
Genre:	Nature Simulation
Media:	Floppy Disk and CD
Developer:	Manley & Associates Inc.
Publisher:	Sanctuary Woods 1825 South Grant St., Suite 410 San Mateo, CA 94402
Phone:	415.286.6000
System Requirements:	IBM PC 386 SX or Better MS-DOS 5.0 or Higher 640 K of RAM, 600 K Available Two Megabytes Hard Drive Space
Contents:	Wolves, Hunters, Prey and the Wild Outdoors

Truly among the most unique breed of games, *Wolf*, on CD-ROM by Sanctuary Woods, is part intriguing game, part audio CD with the game's full score and part CD-ROM encyclopedia about wolves. Set up as a simulation, players take the role of a wolf in the wild. The game features a variety of scenarios set in various terrains, including arctic, timber and plains. The easier levels embrace the simple quest for water or food for the wolf cubs, set in a predesigned game world with specifically designated options.

The more complex simulation allows for full creation of the wolf character, including choosing the amount of other animals, type of weather, even time of year. The level of game selection and amount of control is good for repeated playing. However, the target audience remains unclear.

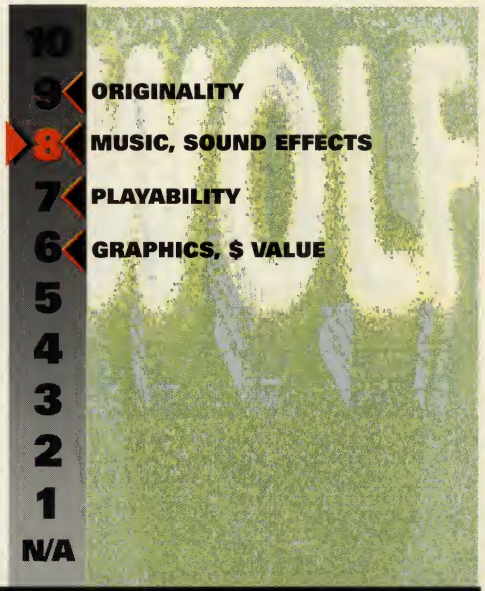
This is a fairly serious game. To fail at the scenario's designated task pretty much means death. And this isn't a shoot-'em-up arcade game where death is taken lightly or expected. The level of realism is touching and might be just a little too real. Children will find losing to be quite upsetting, especially with the cut-scene image of a dying wolf. The scanned image of a dying wolf is very realistic. Then again, surviving could disturb children too, as it might involve having to kill a small rabbit for dinner.

Serious gamers won't have a lot of patience with this game. Killing a small rabbit won't work for the shoot-'em-up fans. Even nature lovers and pacifists might tire of the limited possibilities of the games scenarios. They don't really vary too much each time, and all it takes to win the simpler levels is to play the game over a couple of times. The simulation level is better, but the rewards still seem fairly small. There isn't a grand prize or a conqueror world, just surviving another day—perhaps a little too close to home for many. A little escapism would be nice.

The graphics are fine, but not outstanding, just typical game play and really great segues. The player is never really given the perspective of being a wolf though. Rather, the game is displayed as a general overhead shot, almost like *Seven Cities of Gold* or *Syndicate*. All the various keyboard commands make this game seem like a "wolf simulator." More stunning are the cut-scene segments featuring full-motion video of real wolves in the wild. But these don't vary much; the same morbid wolf-dying sequence is used no matter how the wolf perishes. And after seeing them a couple of times, the segments get old quickly.

As a bonus, the CD-ROM features a fairly broad section "about wolves" and contains all the score music, which can be played on any standard audio CD player. The information segment is pretty in-depth and does contain a lot of fascinating data typical to educational CD-ROM—kind of a "what's to know about the wolf." Overall, however, this is a nice novelty game without a lot to it. The game's video segments of wolves look really good, and the game supplies a lot of detail about this majestic animal. Still, renting a lupine video would do the same thing and would be much more informative.

***Wolf* has full digital graphics that are true to life. A bit *too* realistic for some.**



Editors' Ratings

JEFF: 9 *Under a killing moon.*
JEREMY: 8 *You too can howl like a wolf.*
MIKE: 7 *Need more humans to hunt down the wolves*
RON: 7 *The original Gamis Lupus.*

review

Under A Killing Moon

IBM PC CD

by Al Giovetti

COMPUTER PLAYER RECOMMENDED

Changing the four CD-ROM platters that come with the game provides a flashback to old Apple II/C-64 games that required switching 5.25" floppy disks.

We all remember Tex Murphy, the seedy gumshoe from *Mean Streets* and *Martian Memorandum*. Director and codesigner Chris Jones portrays Murphy in his latest incarnation, best described as a graphic movie adventure that continues in the tradition of the two animated graphic adventures that preceded it.

Jones plays a mix of Bogie and Peter Sellers, and has assembled a solid cast of 38 professional actors. Access employees who produced the game have various cameo roles. George Manousakis, from Access' quality assurance department, plays a strong and willing upholstery repair man seduced by Tex's nymphomaniac ex-wife. Several cameo roles are professionally portrayed by veteran actors Brian Keith, Margot Kidder and Russell Means. James Earl Jones plays the voice of the "Big P.I. in the Sky," who greets you every time you are killed in the game.

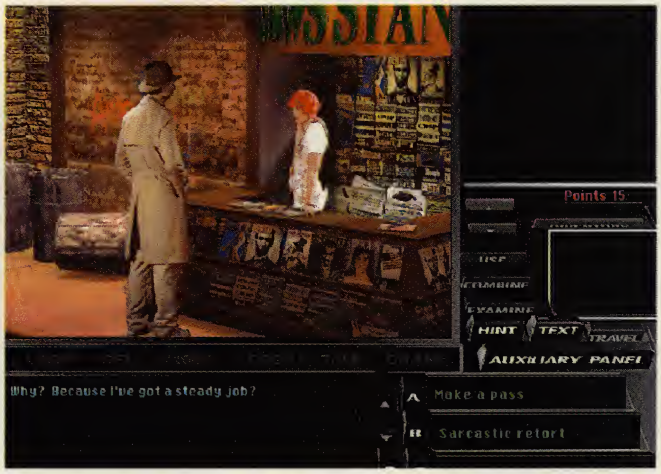
The setting for the 32-bit protected mode game is San Francisco in the year 2042. The bigots have just begun their latest hate campaign against the newest minority, mutant humans who have become deformed by the indigenous radioactive pollution. Normals like Tex seem to have an innate immunity to the effects of the ever-present radiation.

The excellently scripted story involves elements seen in the '60s James Bond

Brian, you look better now than when you were in *Family Affair*!

TECHBOX

Price:	$99.95
Available:	Now
Genre:	Adventure
Media:	Compact Disc (four)
Developer:	Access Software
Publisher:	Access Software 4910 W. Amelia Earhart Drive Salt Lake City, UT 84116
Phone:	800.793.8324
System Requirements:	IBM PC 386/25 MHz CPU ESA Compliant Super VGA 150 Kb/sec CD-ROM Drive Four Megabytes RAM Two Megabytes Free Hard Disk Space
Contents:	Actors, Actresses, Mutants, Private Investigators and Death



The interface shows full-motion video of professional actors against beautifully rendered computer art for backgrounds and scenery.

movie *Thunderball* and the '80s sci-fi movie and series *Alien Nation*. An organization for racial purity—with the funds and ruthlessness to back a plan to purify the Earth from a space station—is formed. The madman millionaire leader of the cult assembles 1,000 of the best examples of untainted genetic material, who intend to wait 40 years until the viral holocaust has sterilized the Earth of its genetic impurities. Tex manages to get on the space station and destroy it, with the help of a special computer chip and a government agent.

The 640x480 maximum resolution, 10-15 frames-per-second full-motion video is displayed in a three-quarters screen window in the top-left of the computer screen. A smaller full-motion video screen, used for scenes of Tex when he walks or flies his hover car to various San Francisco locations, is in the upper-right corner. Below these screens are the inventory and conversation lists and a text window to augment the full-speech scripting of the game.

The full-motion video is clear and smooth, with no jerkiness to the voice. When the character is moved within the computer-generated 3-D backgrounds, the image will jerk and hop a bit. A Pentium, fast video card and a CD-ROM with high-speed burst rates is needed for the best results, or you can always select from 11 different resolutions for the travel mode.

Music, sound effects and fully scripted human speech throughout the game are professionally done, with 16-bit, 22 kHz digital sound that takes advantage of General MIDI and many sound card configurations. The sound drivers used for the game are the same drivers that will be used in the soon-to-be-released *Wing Commander III* from Origin.

An excellent, built-in, context-sensitive hint system both tracks game progress by checking off tasks as they are completed and provides some cryptic and vague hints tied in to the point in the game where you are having trouble. A convenient travel system takes Tex from one location to another in the game, accompanied by an appropriate full-motion video travel sequence. An obligatory, arcadelike sequence with lethal robots at one point during the game mars this otherwise excellent and unique entertainment experience.

The combination of sound and full-motion video in a traditional animated graphic adventure is professionally done, playable and marks a new level of realism for interactive entertainment. The interface is easy to use, the treasure hunt puzzles are effective and the game is enjoyable.

Editors' Ratings

JEREMY: 8 *If you have a hundred hours to kill, you'll love it.*
MIKE: 8 *So this is what a* real *interactive movie is like.*
RON: 8 *Well worth the wait!*
JEFF: 6 *The year's most awaited game is* not *worth the wait.*

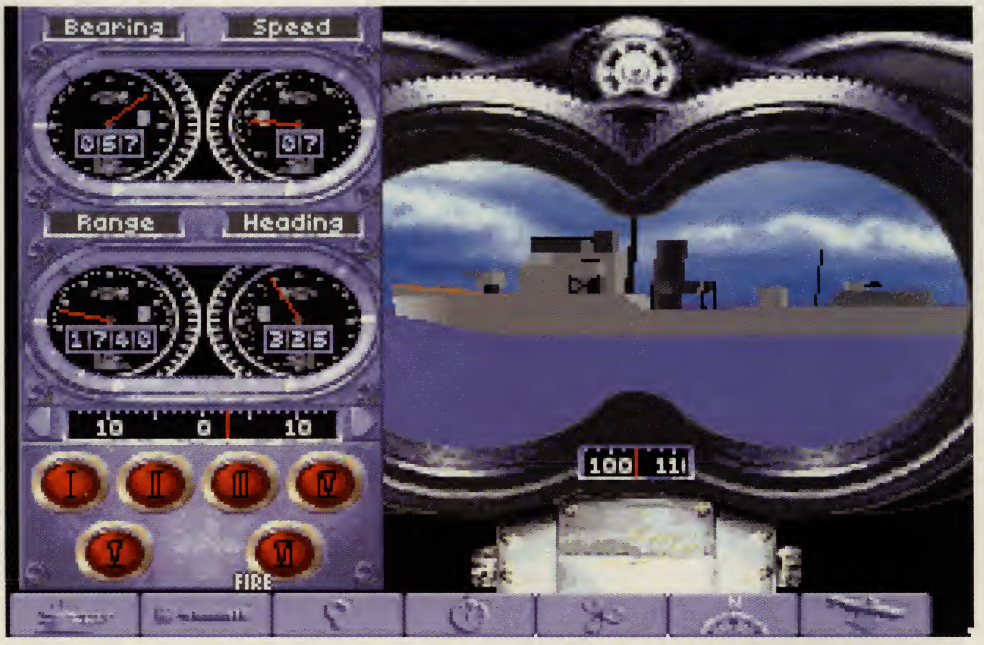
review

IBM PC

Aces of the Deep

by Jeff James

COMPUTER PLAYER RECOMMENDED



Detail seems to be the watchword at Dynamix, and *AOD* is no exception.

After letting gamers soar through pixelized skies in *Red Baron*, *Aces of the Pacific* and *Aces Over Europe*, Dynamix plunges them into the briny sea with *Aces of the Deep*. In *AOD*, you're thrown into the Captain's chair of a German U-boat in the midst of World War II, struggling to achieve your mission goals while avoiding destruction by Allied warships and aircraft.

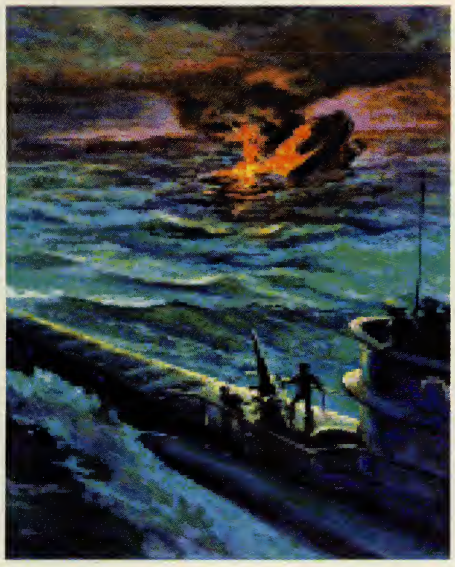
Two styles of play are included: single mission and career. Single missions are broken down into historical missions, convoy encounters and warship encounters. The historical mission option allows you to re-create some of the most important sub battles of World War II from the periscope's-eye view of a German sub commander. The convoy encounter option turns you loose on vast numbers of merchant ships, while the warship encounter selection pits you against a variable number of heavily armed surface vessels. The heart of *AOD* is the career mode, in which you assume command of a German submarine at one of several points during the war. You can start a career as early as 1939 or as late as 1945. Regardless of the time you begin, you'll have to see your sub and crew through a variety of connected campaign missions. New sub and weapons technology will become available at historically accurate points in play, allowing you to continually test new tactics and strategies. You can compete with other sub captains on the tonnage leaders board, racing to see who can send the most Allied ships to the bottom. Finally, tired sailors can visit the nightclub for rumors, new tactics and other information.

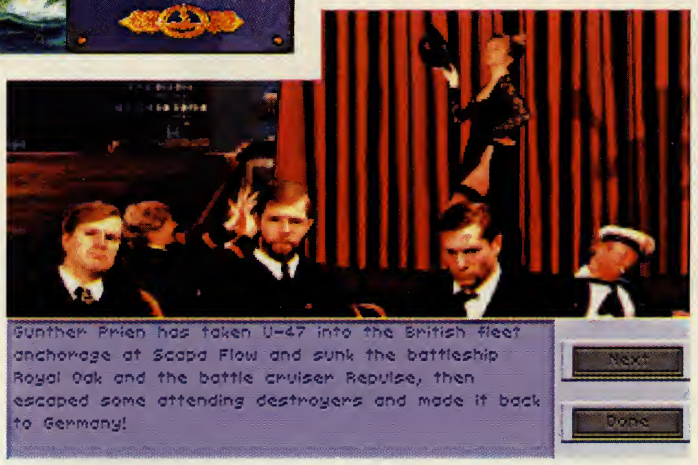
Detail seems to be the watchword at Dynamix, and *AOD* is no exception. To help players find their way to their patrol areas, Dynamix has included a reproduction of an actual map that German sub captains used during wartime. Dynamix has integrated the

TECH BOX

Price: $59.95
Available: Now
Genre: Simulation
Media: Floppy Disk
Developer: Dynamix
Publisher: Dynamix/Sierra On-Line
P.O. Box 53250
Bellevue, WA 98015-3250
Phone: 800.757.7707
System Requirements: IBM PC 386 33 MHz or Better
MS-DOS 5.0 or Higher
Four Megabytes RAM
Ten Megabytes Hard Disk Space
Contents: Salty Sea Dogs, Depth Charges and Flachenabsuchender Torpedoes (FATs)

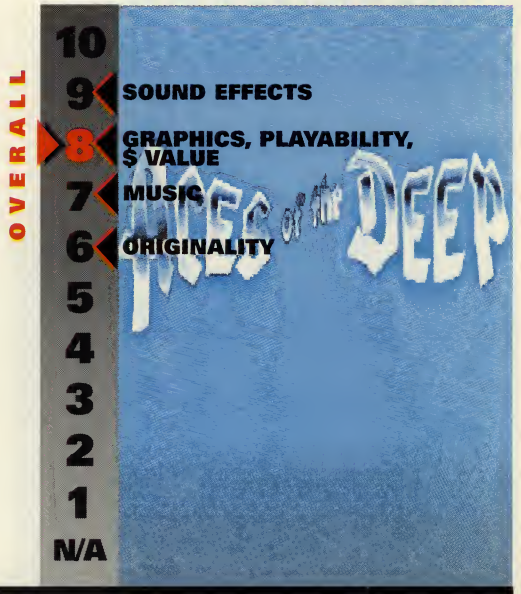
unique coordinate system employed on this map into the game, giving *AOD* an unprecedented level of realism. Three main types of subs are available in a variety of different models, giving players a total of seven historically accurate boats. Your crew is rated as either green, veteran or elite, with skilled sailors giving you faster dives, quicker reloads and more accurate shooting. That same detail extends to the audiovisual aspects of the game. Step onto the bridge of your sub and you're treated to a stunning simulation of ocean sailing, complete with whitecapped waves and an authentic rolling sea motion. Stick a fat enemy merchant vessel with a few torpedoes, and you're rewarded with a pyrotechnic flash of flame and debris. Ships die in a variety of ways, from breaking in two to slowly slipping beneath the waves as a fire rages on deck. Throw in realistic weather effects and custom graphic treatments for twilight and nightfall, and *AOD* emerges as the most visually impressive submarine simulation yet released.





Jerry, aren't you a P.R. and marketing guy? We had no idea that you were a U-boat commander in the German navy.

Nothing is perfect, however. Support for sound cards is generally good in *AOD*, although I was unable to get a Gravis Ultrasound MAX to work correctly with the game. Although the mouse-based interface gives you access to all the stations used on the sub, keyboard equivalents aren't quite as robust, forcing players to turn to the mouse to find a desired location, possibly while under attack by enemy vessels. Sound card quibbles and keyboard equivalents aside, *AOD* is a product that is hard to find fault with. Modem and network support would have been a welcome addition (giving true meaning to the term "wolf pack"), but the game is an impressive piece of work as is. The historical realism, stunning graphics and polished playability combine to make *AOD* the new high-water mark in sub simulations.



Editors' Ratings

MIKE: 8 *Take Dramamine before playing this game.*
RON: 8 *Sim-sational.*
JEFF: 7 *More naval warfare.*
JEREMY: 7 *A true underwater adventure.*

review

NFL Hall of Fame Football

CD-i

by Zach Meston

Relive the old glory days of the NFL with full-motion video.

TECHBOX

Price:	$59.98
Available:	Now
Genre:	Sports
Media:	Compact Disc
Developer:	Philips POV
Publisher:	Philips Media Games 11111 Santa Monica Blvd. Los Angeles, CA 90025
Phone:	800.824.2567
System Requirements:	Philips CD-i With FMV Card
Contents:	Dead Football Players, Full-Motion Video and a Gruff Old Coach

If there's a gap in the CD-i's software library it's the noticeable lack of sports titles, including not even one measly football game. Someone at Philips decided to fill this gap and then some, because the CD-i is getting no less than *four* gridiron-themed games in the months ahead. *NFL Hall of Fame Football* is the most conventional of the bunch, combining a mind-boggling amount of information on the game's best players with an action/strategy sim of the game itself.

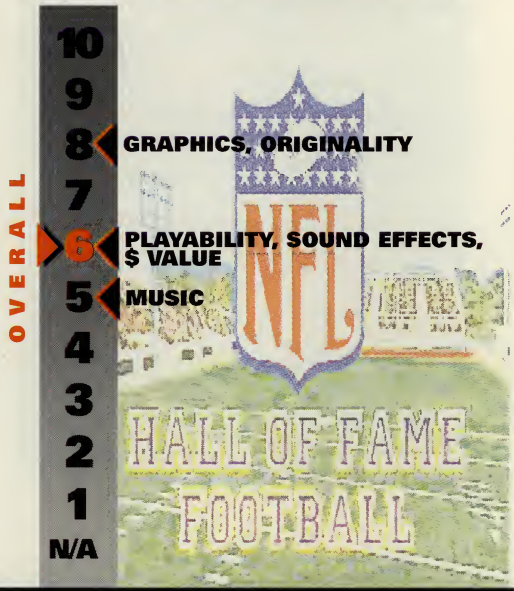
NFL HOF Football has two separate historical modes. The Hall of Fame mode allows you to analyze the playing history and statistics of every player enshrined in the real-life NFL Hall of Fame in Canton, Ohio. At least, *some* players have stats; recordkeeping in the NFL's early years was lackadaisical at best, which baffles stat-obsessed fans like myself. The gruff-but-lovable "coach" who serves as your guide through the game also reads off each player's accomplishments, sometimes while accompanied by stunningly beautiful full-screen, full-motion video clips.

The Hall of Champions mode gives you a peek at 40 of the best NFL teams to ever play the game, from the 1920 Akron Pros (who played in the days when passing was freakishly rare and helmets were for wimps) to the undefeated 1972 Miami Dolphins. Checking out the Champions is important, not just to get your money's worth out of the game, but to scout each team's talent—it's from this 40-team pool that you pick a team to control in the playable portion of the game.

Which brings us to that playable portion and its four modes of play: Practice, Quick Play, Exhibition Play and League Play. Practice lets you drill on individual offensive and defensive plays; Quick Play throws you immediately into a game; Exhibition Play gives you more setup and game play options than Quick Play; and League Play lets you simulate an entire season.

The problem, however, is that, even with the wide variety of plays and the ability to participate as coach or player, the "game" in *Hall of Fame* is weak. The graphics are unimpressive, the controls are a bit weird and the game play just doesn't have the smooth and intuitive feel of other electronic football games.

The verdict: *NFL Hall of Fame Football* has superb, full-motion video clips and historical info, but once you've sifted through it all—which only takes a few hours, quite a bit of that time spent waiting for disc access—you're left with a strictly average football game that doesn't even come close to the dreamy game play of *many* other computer and console football games. But, hey, if all you've got is a CD-i, this will have to do.



Editors' Ratings

JEFF: 6 *Bad game play, good historical data.*
MIKE: 6 *A must only for real die-hard football buffs.*
JEREMY: 5 *Hall of Shame is more like it.*
RON: 5 *Very informative, but the game is lacking.*

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ACES OVER EURDPE	25
AD&D COLL: HEROES/DRAG	13
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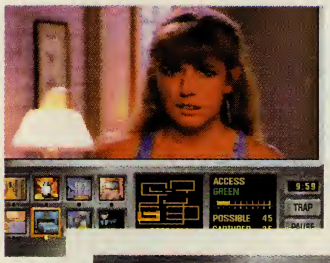
review

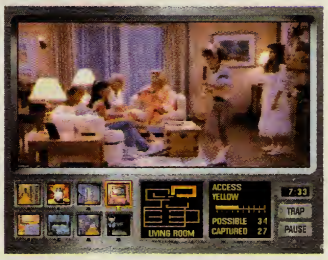
Night Trap

Mac CD

by Ron Dulin

Dana Plato gives her best performance.





Finally making its debut for the Macintosh CD-ROM, *Night Trap* saw its beginnings nearly a decade ago. Originally developed for the ill-fated Control Vision system from Hasbro, the footage that makes up this "interactive movie" was shot back in 1987. By the time it was released for the Sega CD, the game had been in the works almost five years.

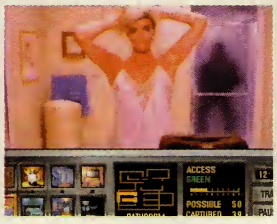
The unwarranted criticism that followed the release of *Night Trap*, and the subsequent boycott of the game by several major toy store chains, almost spelled doom for this groundbreaking game. And though it is sexist, with gratuitous scenes of scantily clad teenage girls, the violence depicted in the game is nowhere *near* the level the media built it up to be.

Night Trap, considered by many to be the *Birth of a Nation* of "interactive filmmaking," was the first appearance of many of the elements that have become standard in the genre. And while, considering the state of interactive movies today, this may not be such a great distinction, *Night Trap* is still an innovative game.

The story is much like the generic slasher films of the late '70s and '80s: A group of creatures is loose in a house where a girls' slumber party is taking place. Your objective is to trap the monsters before they get the girls. Using a series of cameras that are installed throughout the house, you switch from location to location trying to spot the intruders and catch them by using the various traps in each room.

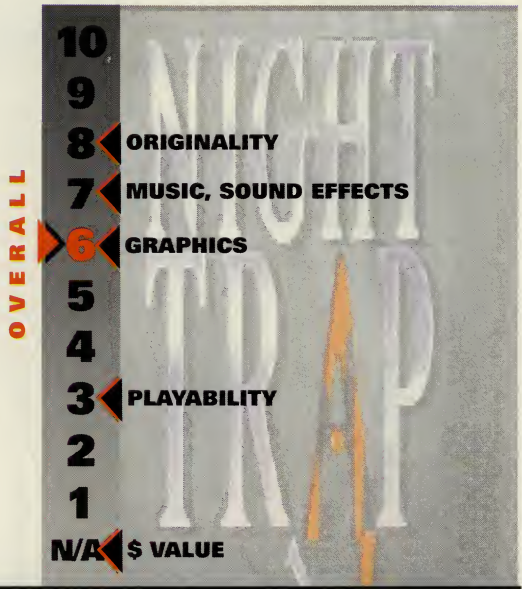
Night Trap isn't going to win the Palme d'Or (or *any* award) at the Cannes Film Festival (though the large video box looks better than the standard QuickTime window), and die-hard gamers might find the game itself a little simplistic, but no one will deny the thoroughness of the game. While most games employing full-motion video take a linear approach, showing certain video clips in a certain order, *Night Trap* comes much closer to actually deserving the description "interactive."

With eight locations throughout the house that you can view, scenes can be taking place in different locations at the same time, making it absolutely impossible to catch everything in one or two games. And while this is still technically a linear storyline, the real-time action and variety of scenes that can be viewed make *Night Trap* more compelling than just some cut-scenes interspersed throughout an ordinary arcade game.



TECHBOX

Price: N/A
Available: Now
Genre: Interactive Adventure
Media: Compact Disc
Developer: Digital Pictures
Publisher: Digital Pictures
1825 S. Grant St., Suite 900
San Mateo, CA 94402
Phone: 415.345.5300
System Requirements: Mac 25 MHz 68030 or Better
System 7 or Greater
256-Color Display
CD-ROM Drive
2.2 Megabytes RAM
Contents: Vampires, Scantily Dressed Teenage Girls, Dana Plato



Editors' Ratings

JEFF: 7 *Banned in the U.S.; that's what I like about Willis.*
MIKE: 7 *I liked it as much as the Sega CD version.*
JEREMY: 6 *It's one wild night.*
RON: 6 *Bad game, but a technical achievement.*

No More Questions

BYTE Magazine Pournelle Award Aug. '94

Page 83: 5th Paragraph; 1st and 2nd letters of last 4 words backwards.

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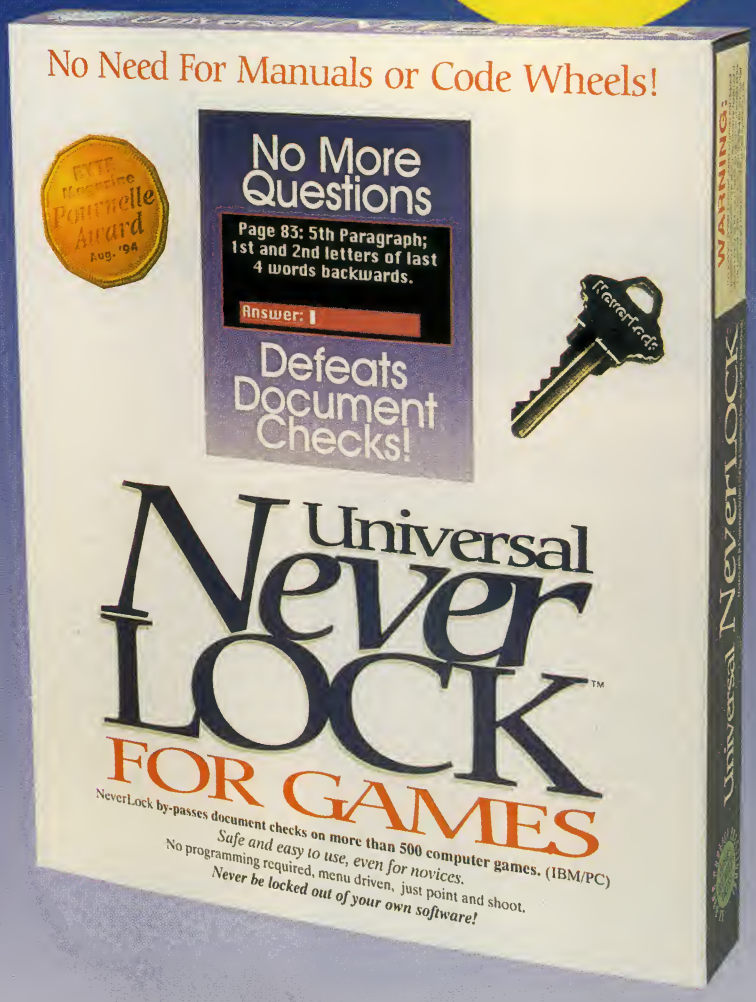

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review

Operation: Body Count

IBM PC CD

by Jeff James

The Nazis and guard dogs have been replaced with obese gunmen and mutant rats.

TECHBOX

Price:	$59.95
Available:	Now
Genre:	Action
Media:	Compact Disc
Developer:	Capstone
Publisher:	IntraCorp 501 Brickell Ket Dr., 6th Fl. Miami, FL 33131
Phone:	305.373.3770
System Requirements:	IBM PC 386, 25 MHz or Faster VGA Graphics Card CD-ROM Drive Two Megabytes RAM 2.5 Megabytes Hard Drive Space
Contents:	Oversized Rats, Slimy Green Mutants and Overweight Terrorists

The latest *Wolfenstein 3-D* clone to hit the market, Capstone's *Operation: Body Count*—based on technology licensed from Id Software—sends you on a harrowing mission to rescue hostages from terrorists holed up in the United Nations building. Although Nazis and guard dogs have been replaced with obese gunmen and mutant rats, the game should be old hat to veteran *Doom* and *Wolfenstein 3-D* aficionados. Even the same control keys are used, such as the CTRL key for firing and the cursor keys for movement.

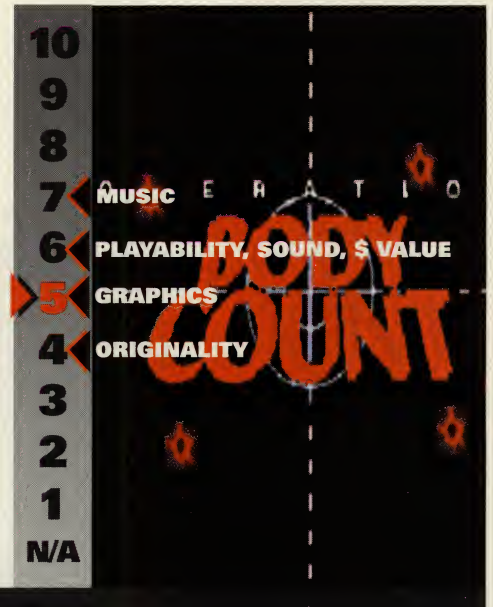
Here's the story: A gang of terrorists have blasted their way into the United Nations building, and they're holding U.N. diplomats hostage. As a tough-as-nails Rambo type, your job is to enter the building and chaingun your way through 40 enemy-filled floors, eliminating terrorists and freeing hostages in the process. Although the opening animation shows soldiers rappelling down from a helicopter onto the roof, for some inexplicable reason you start the game in the sewage and rat-filled basement of the towers and must work your way *up* to the top of the tower.

There are plenty of things to shoot at on the way to your goal. At the outset, you'll have to blast your way through waves of giant rats and slimy mutant men. As you get closer to your goal, you'll encounter more terrorists, who'll throw a stream of Arabic insults at you before attempting to perforate you with their Uzis. To combat this threat, you're given the usual assortment of shotguns, machine guns and other firearms. Unique to the game are explosive grenades and a foe-crisping flamethrower. If you find your enemies becoming too hard to overcome, you can team up with a bunch of other players on a compatible network and start kicking some terrorist butt. Optionally, you can compete head-to-head against other human players over a network or via

modem. You'll also run across computer-controlled allies in your journeys, and you can use them to bolster your firepower in certain areas. Reaching the ultimate boss is a challenge that requires some extra firepower, so having a computer-controlled buddy to soak up rounds can be a godsend.

For the most part, game graphics are acceptable, although many adversaries and other objects in the game appear flat and two-dimensional, lacking the illusion of depth that other games in the genre effectively create. Going down a lengthy stretch of earthen tunnel is an excellent example. Once inside the tunnel, the graphic definition vanishes, making it appear as if you're swimming through a sea of pixelized mud rather than running down a tunnel. Sound effects are appropriate, although the background music can quickly become monotonous. Although 40 levels are provided, it's obvious that Capstone needs to take a few lessons in level design from Id. Passages and hallways seem to wind on aimlessly, seemingly indicating that level design was an afterthought. Instead of being a vital part of the game world, levels seem to be designed solely as something to throw monsters into.

To its credit, *Operation: Body Count* does boast a few novel features, such as expanded network play and the use of computer-controlled allies. In the final analysis, however, this game pales to insignificance even when compared to shareware offerings like Apogee's *Blake Stone* and Tri-Soft's *Depth Dwellers*. Unless you're absolutely desperate for a new 3-D shoot-'em-up, you should consider *Operation: Body Count* dead on arrival.



Editors' Ratings

JEFF: 5 *U.G.—Unoriginal Game.*
MIKE: 5 *How about something original?*
RON: 5 *The* Wolfenstein *engine that couldn't.*
JEREMY: 4 *Another lame clone.*

review

Star Trail: Realms of Arkania

IBM PC CD

by Al Giovetti

COMPUTER PLAYER RECOMMENDED

Star Trail's slick 3-D animation, digitized speech and sound effects are a feast for the senses.

The fabulous Salamander Stone, which cemented the friendly alliance of dwarfs and elves, is missing and must be returned to its rightful owner. The Orcs have taken advantage of this event by attempting to conquer towns in the south of Arkania. A party of six adventurers and one nonplayer character must recover the stone and the fabled Star Trail blade, free a princess and a prince and kill an ancient dragon to restore peace and harmony to the realms.

Star Trail, by Attic Entertainment Software of Germany, is the sequel to *Blade of Destiny*, based upon the *Das Schwarze Auge*, heralded as Germany's number one role-playing system. Attic has worked hard incorporating player wish lists into this latest computer role-playing adventure game, giving it a phenomenal number of convenience features.

Player characters are pregenerated, transferred from *Blade of Destiny* or created by selecting from two sexes, seven positive and seven negative attributes, 12 classes of races and professions, 52 skills divided into seven skill categories and allegiance to one of 12 major gods. All character statistics, spells and spell values can be printed, which is surprisingly useful.

The novice and advanced player settings do not refer to difficulty levels, but refer to the level of player or computer control over improving character statistics, skills and magic as the characters increase in levels with experience. Parties can be split into two or more groups, but only one party can be controlled at one time, and time continues to pass for those outside the controlled party.

Star Trail's zoomable auto-mapping system has room for 100 location-specific notations, rich detailing, which includes graphically coded buildings, and movement from place to explored place. However, it does not permit movement to undiscovered locations on the map, nor is movement within dungeons or swamps permitted without the use of teleportation spells. A player journal automatically records significant game events, such as quests and game progress. Player-selected parts of conversations from the sophisticated, easy-to-use, keyword dialogue system are immediately copied into the journals. Players will love the ability to type personal notations, search for key words and print or delete journal sections. Characters have a 16-position backpack, a 14-position, equippable paper doll silhouette and town warehouses to hold their collections from over 350 types of weapons, armor and artifacts, including some of the most interesting gear ever used in an FRPG. However, inventory management leads to one of the game's major frustrations. Many identical items do not stack, and needed quest items are lost when the lead character's backpack is full.

Fully animated, phased-time, isometric 3-D combat is either computer- or player-con-

TECHBOX

Price:	$69.95 Floppy, $79.95 CD
Available:	Now
Genre:	Fantasy Role-playing Game
Media:	Floppy Disk and CD
Developer:	Attic
Publisher:	Sir-Tech Software Ogdensburg Business Center P.O. Box 245 Ogdensburg, NY 13669
Phone:	315.393.6633
System Requirements:	IBM PC 386 33 MHz or Better 256-Color VGA Graphics Four Megabytes RAM 24-70 Megabytes Free Hard Disk Space
Contents:	Dwarfs, Dragons, Knights, Wizards and Elves

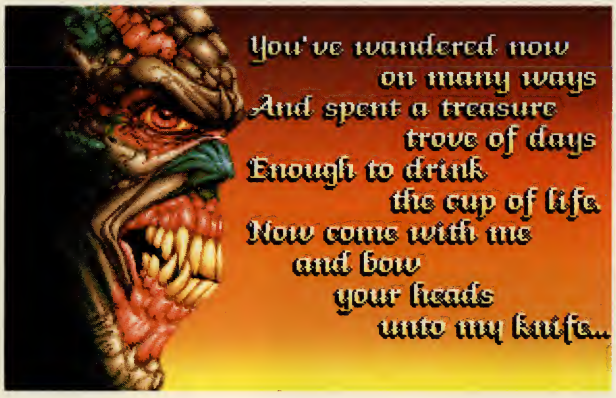
The first-person perspective on the 3-D virtual world is highly detailed and attractive.

Overhead, oblique perspective combat should excite the tactician gamer.

trolled through a sophisticated system that should satisfy most role-players. The highly detailed and realistic first-person-perspective view used for exploration is replaced by an oblique overhead perspective that is the framework for tactical combat, a feature missing from most new first-person-perspective games. The magic system has six magic-wielding classes and 80 spells divided into nine spell houses. Spell casters can pick a specialty house with the advantage of a reduced cost in spell energy. Wilderness travel camping is a time for hunting, searching for herbs and for restoring magic with macro commands.

Graphics have smooth scrolling and intricate detailing on the 3-D virtual world, with the ability to look in different directions. Perspective detailing includes changes for the height of the lead character. Digital music, sound effects and full human speech are a part of the enhanced CD version of the game.

Star Trail **incorporates a virtual feast of sophisticated convenience features, including a highly detailed auto-map and automatic note taking. It has a highly complex system of skills, attributes, classes, herbs, poisons, diseases and spells that would make a statistician drool. *Star Trail*'s slick 3-D animation, digitized speech and sound effects are a feast for the senses. Interface control is easy to master, while game play and vague hints might challenge the most astute observer. Overhead, oblique phased combat should please tacticians. Recommended for role-playing enthusiasts.**



Editors' Ratings

MIKE: 7 *An RPG megafeast.*
RON: 7 *An innovative RPG.*
JEREMY: 6 *Babes, dragons, dwarfs...oh my!*
JEFF: 5 *Elfintagions.*

review

Blown Away

IBM PC CD

by Al Giovetti

Don't be **fooled** by the name. The **object** of *Blown Away* is to **save** people.

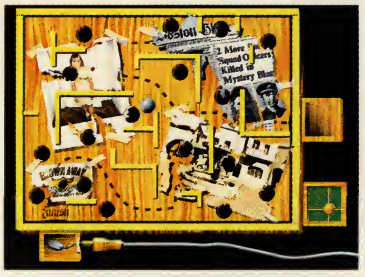
★★★★★★★★

TECHNBOX

Price:	$69.95
Available:	Now
Genre:	Movie Puzzle Game
Media:	Compact Disc
Developer:	Imagination Pilots
Publisher:	IVI Publishing 7500 Flying Cloud Drive Minneapolis, MN 55344
Phone:	800.754.1725
System Requirements:	IBM PC 486 33 MHz 256-Color Super VGA Double-speed CD-ROM Drive Eight Megabytes RAM Five Megabytes Free Hard Disk Space
Contents:	Mad Bombers, Sexy Female Journalists, Flying Body Parts and Bomb Squad Members

As James Dove, ace member of the Boston Bomb Squad, your job is to investigate the recent rash of bombings. A mad bomber named Justus is terrorizing the city of Boston, but he is especially interested in making you miserable as part of an elaborate vendetta for the death of his mentor, which was caused by you (Dove). You must rescue your daughter Lizzy, friend Patrick, teacher and mentor Sam and your newscaster lover Robin Small, then finally have a face-to-face confrontation with Justus to finally rid yourself of the madman and win the game. In between the video sequences, you must search for clues in a first-person-perspective display of a 3-D, photorealistic environment, and then solve 24 different physical and mind puzzles in a race against the clock. If successful, you will save your friends; if not, they are *blown away*.

Meant to be a sequel to the MGM movie, *Blown Away* incorporates some of the music and full-motion video sequences, such as explosions and fuse close-ups, from the film. The game starts like a movie, and begins with an advertising trailer for the video version of the movie. The full-screen, full-motion, 320x240-resolution digital video footage is especially remarkable due to the Indio video drivers used to directly access the video card and bypass normal *Windows* video. Photorealistic backgrounds enhance the experience.



The full-motion video was shot on Beta professional format videotape and 35 millimeter film, then layered over 640 x 480-resolution, computer-rendered, photorealistic, interactive backgrounds. Background objects have hot spots that start video sequences with scripted speech. The video is quite smooth on a computer with a fast processor, video and double-speed CD-ROM drive.

All speech and video sequences were performed by 15 Screen Actors Guild actors. Jimmie Skaggs does a brilliant job playing the intelligent maniac Justus, who taunts the main character throughout the game. Unfortunately, there is no option to print text instead of or in addition to the full speech used throughout the game. Music is digital, with 22 K, 18-bit, ambient miniloops taken from the film as composed by Alan Sylvestri and modified or newly composed by Elliott Delman.

Puzzle types include mazes, number, word and logic. The Key Box Game is an adaptation of Concentration. The Access Panel Game is a classic matrix addition game. The Intelligence Word Association Game has 16 randomized word associations to provide variety in replay. Many people will be seduced into thinking that these puzzles are arcade in nature, but they will find that the chances of success are increased by thinking their way through the puzzles, according to Howard Tillman, CEO of Imagination Pilots, *Blown Away*'s developers.

For those who get stuck or are still confused about how to solve the puzzles after reading the two-page explanation of game objectives in the well-written and entertaining 14-page game manual, there is an 800 toll-free hint line, rather than the normal pay 900 line. Players can even practice any game over and over until they get it right in the options area of the game, and then return to the game in progress or a saved game to complete the puzzle.

A position-sensitive cursor helps the player navigate the game by indicating when an object is a hot spot, with memory clues, explanations, score tally and menu options active in the four corners of the display screen. The cursor also controls movement around the 3-D environment, while very few keyboard command equivalents have been implemented.

The goal of *Blown Away* is to save people and not blow them up, and the puzzles should provide common ground for people of all ages and both sexes. *Blown Away* offers an entertaining family experience. However, those people who do not like time-dependent puzzle games should be cautious about buying this product.

Editors' Ratings

MIKE: 7 *Good, clean fun.*
JEREMY: 6 *Why make a good game out of a bad movie?*
RON: 5 *Lacks cohesiveness.*
JEFF: 4 *These Imagination Pilots need some flying lessons.*

review

Gadget

Mac CD

by Jeremy Berg

Gadget is an adventure that draws you in and keeps you on the edge of your seat until the final frames.

Whether we like it or not, it seems as though interactive movies are here to stay. However, since this new form of entertainment has been around for a relatively short period of time, the term "interactive movie" is still extremely hard to define. Is it a program that's part game and part live action, where actors serve as filler in between challenging puzzles? Is it an intense gaming experience with a strong narrative that has a beginning, middle and end? Or is it a story that you simply watch play itself out on your monitor? Who knows?! But, if the definition is, in fact, that an interactive movie is a story that you simply watch unfold before your eyes with little struggle, then *Gadget* is one of the best interactive movies I've seen to date.

Gadget is, for the most part, a mystery—a mystery that you must solve by traveling around a futuristic retro world where people are cold and the surroundings are even colder. Let's just say that David Lynch and Orson Welles would feel extremely comfortable in this unique place.

You begin your journey in a hotel room where you basically pick up your suitcase and leave. You then make your way to the elevator and an encounter with an odd-looking, green-faced boy. Who this boy is you may never know, but he constantly haunts you throughout the game. The kid splits, and, in a moment, you'll realize he's swapped suitcases with you. Once in the lobby, your adventure truly begins. There you meet Slowslop, a man whom you will be in contact with for your entire journey.

TECHBOX

Price:	$79.99
Available:	Now
Genre:	Interactive Adventure
Media:	Compact Disc
Developer:	Synergy Inc.
Publisher:	Synergy Inc. c/o Books Nippan 605 West Seventh St. Los Angeles, CA 90017
Phone:	800.427.6100
System Requirements:	IBM PC 33 MHz or Mac *Windows* 3.1/Mac System 7 CD-ROM Drive, Sound Blaster Compatible Sound Card Eight Megabytes RAM Three Megabytes Hard Disk Space
Contents:	Stunning Graphics, Crazy Characters and a Very Intriguing Plot

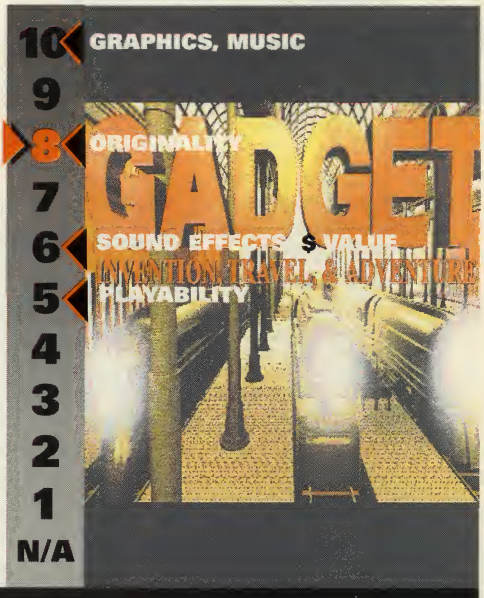
He instructs you to establish contact with a scientist named Horselover and find out what he's really up to.

From there, you board a high-tech train and start collecting information from the various travelers and scientists that you encounter. You also begin to uncover the five gadgets, which you'll keep in your new, empty suitcase. You're instructed to bring these to Horselover so that his creation can be completed. It turns out that a comet is due to collide with the Earth at any moment and that Horselover is building a small spacecraft called the Ark in order to escape from the ensuing destruction. As you race to find all the gadgets, your journey becomes darker and you begin to wonder if you are truly helping Horselover with his plan or are just a helpless pawn in some wild madman's devious game.

There's no doubt about it, director Haruhiko Shono's interactive movie *Gadget* is an adventure that draws you in and keeps you on the edge of your seat until the final frames. You are in constant interaction with numerous characters, and, although this is not a bad thing, you never really know who is telling you the truth and whom you are actually supposed to trust. Should you follow Slowslop's orders, or should you seriously consider the horror stories you've been hearing from the train passengers? You must decide.

But, truthfully, there's nothing *really* to decide, because all you do is watch *Gadget*—you never solve any puzzles or decide which train to board. Everything is done for you, and your fate is sealed from the beginning of the game. If you consider this a downfall for a CD-ROM game, relax, because it's the only one this adventure possesses. *Gadget*'s graphics are some of the best I've ever seen, and the storyline and characters are as original as you're going to get. Plus, the musical score is unlike any other score you've heard on a CD-ROM game. Composer Koji Ueno conducts a bold, unorthodox score that echoes the likes of Philip Glass.

If you enjoy David Lynch films and are not interested in solving mind-boggling puzzles, then *Gadget* is the interactive movie that was designed for you. And don't worry about sitting in front of your computer for 40 hours trying to solve this game; *Gadget* can easily be completed in under ten hours. Stunning graphics, an easy-to-use interface and a dark, ominous storyline make this adventure a must for all lovers of film and fantasy.



Editors' Ratings

JEFF: 9 *I've been* Myst*-o-fied!*
JEREMY: 8 *An interactive movie at its best.*
RON: 7 *Beautiful, but gameless.*
MIKE: 6 *Where's the beef? All smoke and mirrors.*

review

Blake Stone: Planet Strike!

IBM PC

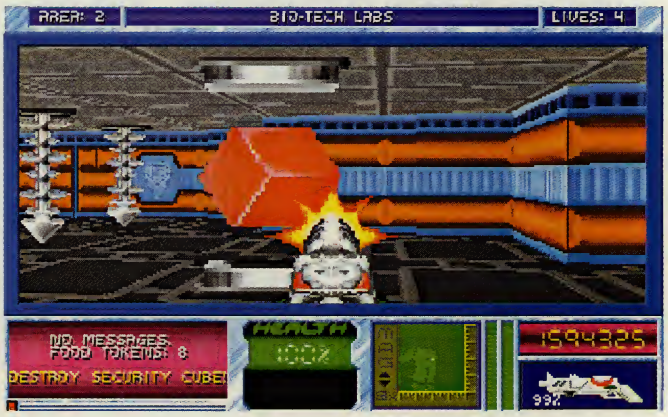
by Jeff Tschiltsch

The overall look and feel of *Planet Strike* is quite similar to *Aliens of Gold.*

Last year, Blake Stone, the 22nd century's answer to James Bond, put a stop to Dr. Pyrus Goldfire's insidious plans for total domination of the galaxy! Goldfire managed to escape capture and has since eluded authorities, but new information indicates the depraved doctor might be up to his old tricks again on the planet Selon, which, coincidentally, happens to be where Stone's mother and sister took up residence after the death of Stone's father. As Blake, it's up to you to infiltrate the abandoned STAR training facility that now serves as Goldfire's fortress and destroy the evil madman once and for all!

And so begins another *Blake Stone* first-person adventure using the now-classic Id Software *Wolfenstein* engine. The first *Blake Stone* game, *Aliens of Gold*, used the engine pretty much as-is, substituting futuristic locations and laser guns for dungeons and machine guns. This year's sequel has some exciting additions that keep the game fresh, even in the shadow of Id's *Doom II*.

First off is the update to the REBA interface, the status bar at the bottom of the screen that provides information on attacking enemies, as well as health and weapon status. REBA now sports an overhead, rotating, auto-mapping display that shows Blake where he's been and indicates the position of doors and enemies. Just adding the map to the status bar so you can see it without pressing the TAB key would have been enough, but the programmers at Jam Productions took things one step further by adding a magnification feature. By collecting radar power packs you can increase the auto-mapper's charge, which allows you to double or quadruple the map's resolution. If you zoom in to 2x mode, red dots pinpoint the location of enemies; doubling the magnification again will indicate the position of "secret" doors that provide you access to hidden areas. Just remember that the higher the game map's resolution, the more power it consumes.



The previous *Blake Stone* game required you to find a red key in order to operate the elevator and move on to the next level. *Planet Strike* uses transporters to move between the game's 20 levels. Each level's transporter is locked down by a Security Cube; in order for Blake to operate the transporter, he must first find a Fission Detonator (the only weapon in the game powerful enough to destroy the Security Cube) and then blow up the Security Cube. Like the previous game, Blake can travel back to any level he

TECHBOX

Price:	N/A
Available:	Now
Genre:	Action/Adventure
Media:	Floppy Disk
Developer:	Jam Productions/Apogee
Publisher:	FormGen Inc. 7641 East Gray Road Scottsdale, AZ 85260
Phone:	800.APOGEE1
System Requirements:	IBM PC 386 or Higher 640 K RAM Sound Blaster Compatible Sound Card
Contents:	Genetically Altered Mutants, Morphing Monsters, Mayhem, Violence, Buckets of Blood!

Be sure a Bio Tech isn't an informant before you blast him!

has already been to and collect any items that might have been left behind.

Of course, no *Blake Stone* game would be complete without a host of nasties to shoot at, and *Planet Strike* is loaded with plenty of blood-gushing mutants and aliens. Some mutants can disguise themselves as pillars or statues, waiting until you get close before they morph into their true form and attack. On some levels, you'll enter rooms containing slime-covered "eggs" from which will hatch huge, green, acid-spitting monsters if disturbed. The sickening sound of the hatching is enough to make Sigourney Weaver shudder!

As in the first game, you'll also come across Bio Technicians, many of whom are loyal to Dr. Goldfire and will try to waste you on sight. There are a few, however, who are tired of their work being perverted and will help you by supplying charge packs, food tokens and information about your surroundings. Keep your gun at the ready though; you'll never know if a technician will help you or shoot you until you ask him!

The overall look and feel of *Planet Strike* is quite similar to *Aliens of Gold*, with the same menus, help screens and controls. The lighting effects give the graphics an eerie quality, but, if you find some levels too dark, you can always turn on the lights with the "L" key. The action is fast and furious, even on a 386, and some of the puzzles are quite clever. About my only complaint is that there is only one new gun, the Anti-Plasma Cannon; but what it lacks in originality, *Blake Stone: Planet Strike!* makes up for with intense game play that is sure to please everyone but the most jaded *Doom* player. So what are you waiting for? Hop on the next shuttle to Selon and get ready to save the universe—again!

Editors' Ratings

MIKE: 8 *Fast and furious—I like it!*

JEFF: 7 *Isn't it* Doomantic?

RON: 7 *The new features make it more than just a clone.*

JEREMY: 6 Doom *is still the game for me.*

review

Master of Magic

IBM PC

by Kevin McCann

The creators of *Master of Orion* have burst open the foreboding doors of wizardry.

No longer content with their conquest of space, the creators of *Master of Orion* have burst open the foreboding doors of wizardry in MicroProse's *Master of Magic*, in which you must explore, garner forces, build cities and conquer not one, but two worlds. Steel won't cut it here; you're going to need to learn and cast many a deadly spell to become the ultimate ruler of both planes.

Fear not, though, as there are over 200 spells that are eager to be cast, as well as 80 items of magic and 35 hero classes to assist in the destruction of thine enemies. The spells themselves are divided into six categories: life, death, chaos, nature, sorcery and arcane magic. And while it's possible to learn a little of each (except life and death), most will initially probably want to focus on merely a couple, building their chosen spell categories accordingly.

In addition to the spell categories, each wizard can choose from a number of special abilities. These abilities range from being famous (draws more heroes and mercenaries quickly) to mastery of various chosen spell categories (increases their effects).

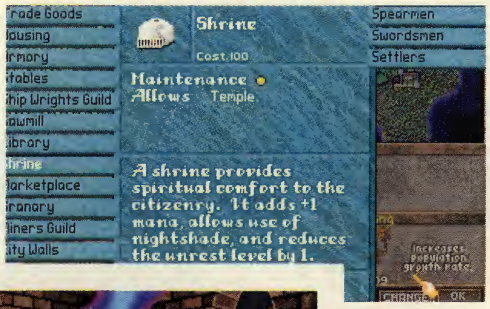
An Improve Graphics spell would have been nice for the overall terrain map and even the battles themselves. While the graphics are definitely suitable, a little more detail wouldn't have hurt, since most of the creatures are very small in battles. Perhaps it's time for more strategy games to offer SVGA graphic options, too. The animations fare pretty well, such as immolating enemies in a fire bath.

From the clang of blades clashing to the howl of an enraged beast, the sound effects are good but tend to be a little too soft at times. The musical score for *Master of Magic* is by none other than The Fat Man, and it definitely enhances the atmosphere while you explore the countryside.

Besides enemy armies and opposing wizards, there are also occasional mean bugs you'll encounter—or I should say the *computer* will encounter and crash from time to time. While the version 1.1 patch fixed a number of bugs, some are still lurking, and there's a definite need for a 1.2 patch. (Note to software developers: Please, test these games a little more thoroughly. Paying consumers are not thrilled to be serving as the beta testers of your games.)

TECH BOX

Price: $59.95
Available: Now
Genre: Strategy
Media: Floppy Disk
Developer: SimTex
Publisher: MicroProse
180 Lakefront Drive
Hunt Valley, MD 21030
Phone: 410.771.0440
System Requirements: IBM PC 386 or Better
MS-DOS 5.0 or Higher
Three Megabytes RAM
26 Megabytes Hard Disk Space
Contents: Fire, Lightning, Magicians and Stupid Enemies



Those familiar with MicroProse's other strategy simulation games will feel at home fast with *Master of Magic*'s interface. And for those who aren't, there's the manual. While the manual does contain a good deal of what one needs to know, it becomes fairly apparent to anyone using it as a reference that a number of things in the game aren't as the manual describes. Furthermore, the patches released add to and modify some existing elements in the game, obscuring the manual further.

Master of Magic does have a fairly slick on-line help system though. By clicking the right mouse button on just about anything, a window will pop up explaining the given menu or icon function. But an updated manual still wouldn't hurt.

The most glaring inadequacy of *Master of Magic* isn't the bugs or manual though, it's the artificial intelligence of your rivals, who should have been dubbed Sir Beavis and Sir Butt-head. For example, I had several situations where I had undefended cities with enemy troops milling about nearby, but never attacking. Strategically speaking, they're pretty stupid too, often aimlessly wandering the countryside in search of Monty Python's Holy Grail.

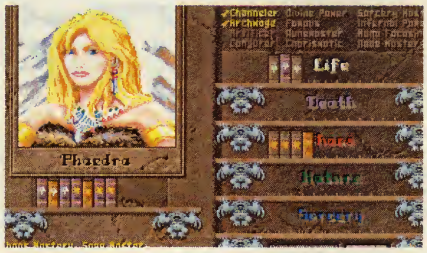
There are five difficulty settings, from intro to impossible, but all they do is throw more at you—they don't make the AI any smarter. The AI also cheats some, including learning many powerful spells, conducting extensive research and having super mages all within a short period of time that just technically isn't possible following the rules.

Potentially, with the remaining bugs cleaned up, no dirty moves and smarter AI, *Master of Magic* could be a great game—which, if SimTex follows through with its announced patches, hopefully will happen.

As it stands, with so many spells and items, *Master of Magic* is still rather fun, but it'll have a low replayability value until the AI reaches at least Forrest Gump's IQ.

A group of giant spiders spins a web around scouts, sealing their doom.

Ah, the sweet smell of victory. Hopefully, you'll see this graphic often.



You start with a small village, but, in time, can build it into a thriving city, complete with magical protection.

Editors' Ratings

MIKE: 6 *How about* Master of Black Magic?
RON: 6 *Needs to be patched up.*
JEFF: 5 *Where's David Copperfield?*
JEREMY: 4 *It's missing all the magic.*

review

Cyclemania

IBM PC CD

by Bernard Dy

Reminding one somewhat of *Rebel Assault*, the environment whisks by as you hurtle down twisting highways at speeds over 150 miles per hour.

Cyclemania's title screen claims it is a "video simulation," but perhaps "video arcade game" would be more appropriate. Accolade's new racing bike software is a blast to play and pretty to look at, but it is *not* a simulation like *Falcon* and *Fleet Defender*, games IBM PC gamers are used to.

As you could guess from its name, *Cyclemania* is a motorcycle racing game. The high point of this game are the very realistic graphics used for the scenery. Reminding one somewhat of *Rebel Assault*, the environment whisks by as you hurtle down twisting highways at speeds over 150 m.p.h. You are not alone, either, as some five other cyclists will be zipping by in efforts to beat you to the finish line.

Cyclemania does not try to do too much here, giving the user a basic arcade game with the standard strengths and weaknesses. On the plus side, the game is easy to get into, fun to play and features some nice terrain graphics. The music is lively and matches the racing mood, and the sound effects are great. Your bike's engine growls urgently, and your opponents' engines fade as you pass them. If you want to enable the visual effects option, *Cyclemania* will run video clips of events, like your crashes.

On the downside, this is not a terribly realistic game, though it probably was not intended as one. The interface is generally easy to use and menus are self-explanatory. In the race, however, you view your alter ego from behind, in the equivalent of a flight simulator's "chase plane" perspective. Sometimes your view is blocked by other riders or objects. Control is sometimes difficult as well. Other riders seemed able to navigate turns with ease, but even when braking or downshifting, I could never match their agility.

There are a few other items I thought unnecessary. Sometimes a helicopter or low-flying airplane will pass overhead. This is an attempt to give *Cyclemania* an even greater sense of speed, but I thought it was mis-

TECHBOX

Price:	N/A
Available:	Now
Genre:	Action
Media:	Compact Disc
Developer:	Compro Games
Publisher:	Accolade 5300 Stevens Creek Blvd. San Jose, CA 95129
Phone:	800.245.7744
System Requirements:	IBM PC 386, 33 MHz SVGA Graphics Card Double-speed CD-ROM Drive Four Megabytes RAM 1.5 Megabytes Hard Disk Space
Contents:	Speed, Terrain, Bitchin' Crash Videos

***Cyclemania* will treat you to gnarly videos of bike crashes when you munch.**

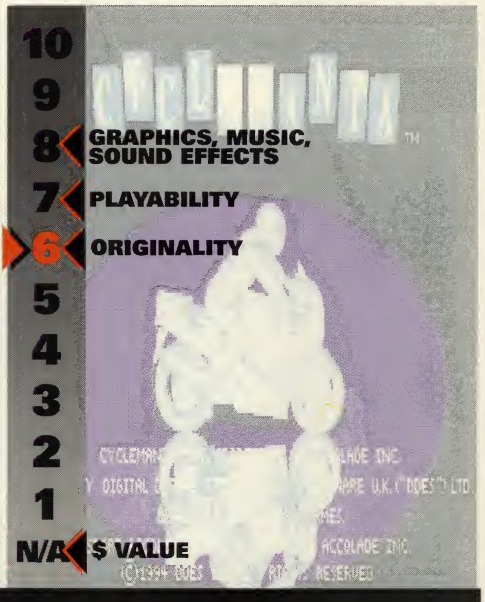
The constantly streaming terrain is similar to *Rebel Assault*'s. By running primarily from the CD, *Cyclemania* keeps hard drive requirements modest.

You'll get a variety of bikes and terrain to race in. Tracks in the mountains, forest and desert make life really interesting for this high-speed competition.

placed. The main object graphics are in standard VGA, and, while the bikes and obstacles are acceptable, the flying objects look silly and really hinder the suspension of disbelief.

Fortunately, *Cyclemania* has a lot of other details I did like. If you win races, you receive prize money with which you can purchase upgrades and equipment in the game. Menu screens are accompanied by excellent SVGA motorcycle photos. Certain simulationlike features give the game greater depth than a regular arcade game; you can customize things like track types and difficulty levels. Engine overheating is supposedly modeled, though I never pushed my engines to that point. There are some neat 3-D scenes in the bike shop (where you buy your upgrades) and also in the track selection area. In the track selection room, you will see both videos of the tracks and some incredible crash scenes playing on a miniature TV set.

If you are not a cycle freak and prefer strategy or realism, you need to look elsewhere. If, on the other hand, you have enjoyed motorcycle games in the coin arcades, you might like the pace of *Cyclemania*. You can have a quick race whenever you like, and it is just a keystroke away from the starting line.



Editors' Ratings

MIKE: 6 *Look elsewhere.*
RON: 6 Road Rash *for pacifists.*
JEREMY: 5 *A weak* Road Rash.
JEFF: 3 *Playing this game gives me a road rash.*

review

Death Gate

IBM PC CD

by Ron Dulin

I'm usually pretty bad at this type of game, but I finished *Death Gate* in just a few sessions.

Based upon the novels by Margaret Weis and Tracy Hickman, *Death Gate* is an adventure game that appears to be aimed at FRPG fans. Set in a world filled with elves, dwarfs and magic spells, *Death Gate* uses a standard puzzle-solving game as a framework for its somewhat epic storyline.

In a nutshell: You're Haplo, a member of a magic-using humanoid race called the Patryns. Many years ago, the world was divided into five realms by a powerful race called the Sartan. All of the other "mensch races" have settled in the various realms, but your people were imprisoned in a labyrinth. As one of the few Patryns who've escaped, your goal is to find the five pieces of the "world seal" and reunite the realms.

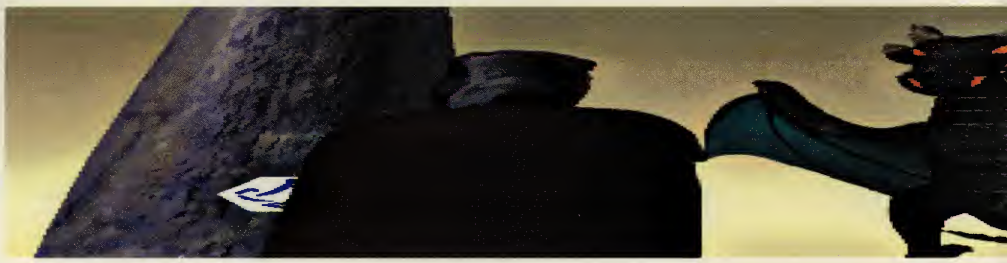
To do this, you must travel to the different realms via the "death gate." In each realm, you will learn more about the history of the world and the relationships of the races to one another. As you discover more and more about the Sartan and why your race was imprisoned, you will find your quest slowly changing and evolving. Haplo will be faced with a much bigger task than he originally set out on: saving the world from the incarnation of evil!

Before you enter the *Death Gate*, be warned: The road ahead is strewn with text, and you're going to have to read most of it. From each character's large amount of dialogue to the numerous books you'll find along your journey, *Death Gate* is about as wordy as games come nowadays. As in *Myst*, you'll find many clues and answers in the various texts strewn throughout the land. Not that this is necessarily a drawback, as the story is an interesting and well-written look at intolerance and cultural supremacy. But those looking for an adrenaline rush should probably look elsewhere.

As an adventure game, *Death Gate* could be considered a bit too simple. I'm usually pretty bad at these types of puzzle-solving games, but I finished *Death Gate* in just a few sessions. There are a couple of reasons

TECHBOX

Price:	$59.95
Available:	Now
Genre:	Adventure
Media:	Compact Disc
Developer:	Legend Entertainment
Publisher:	Legend Entertainment 14200 Park Meadow Dr. Chantilly, VA 22021
Phone:	800.658.8891
System Requirements:	IBM PC 386 or Better Super VGA Graphics Card CD-ROM Drive Four Megabytes RAM
Contents:	Necromancers, Glowing Elves, Racial Struggles and Evil Incarnate



truly challenged.

It's unfortunate that I have to criticize a game for having logical puzzles (which are, sadly, rare in most graphic adventures), but it hampers the chances of the game maintaining any longevity. And since adventure games aren't known for their replay value, perhaps impossible and obtuse solutions are the genre's only chance of hard drive survival. Hopefully, someone will find a way to strike a balance.

The game is not visually astounding, though the cinematic cut-scenes add some high-tech fireworks to an otherwise simple presentation. The digitized voices help to create the environment, and I didn't find myself cringing at any particularly bad acting. The voices match the characters quite well for the most part, so they actually add to the game instead of just becoming an ear sore.

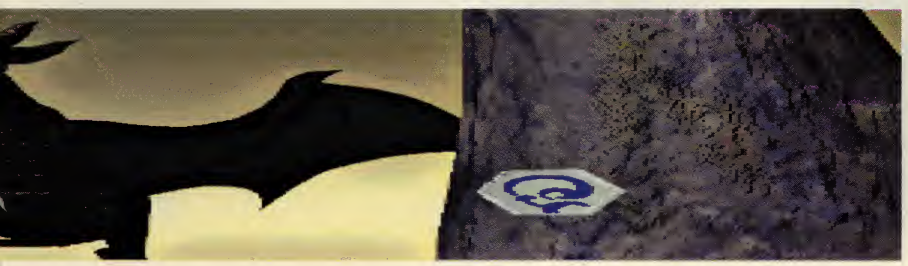
for this short playing time, one being that it is simply a short game. The other reason is that the puzzles are relatively easy to solve—not that they are simple, they are just logical. Unlike many other adventure games, *Death Gate*'s puzzle solutions make sense. But they are almost *too* logical. In addition to the ease of play, so many clues are given that there are relatively few areas in which you are

A solid game, *Death Gate* is unfortunately hindered by its tragically short life span. But for those who don't want a big challenge, but *do* want an enjoyable story with some quality brain-teasers, *Death Gate* is recommended.

OVERALL

10
9
8 ORIGINALITY
7 PLAYABILITY, SOUND EFFECTS
6 GRAPHICS, MUSIC
5 $ VALUE
4
3
2
1
N/A

Death Gate

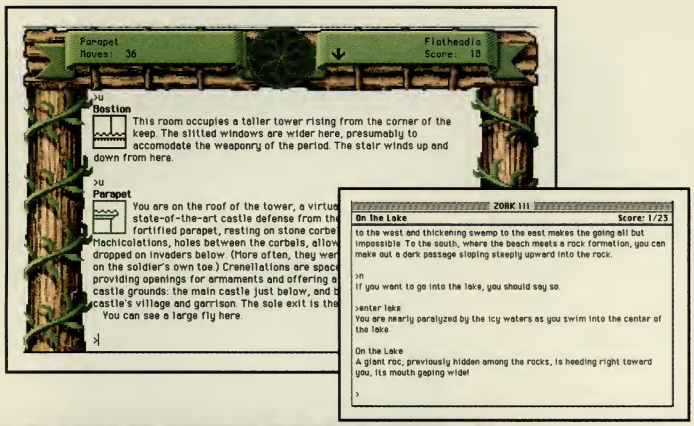


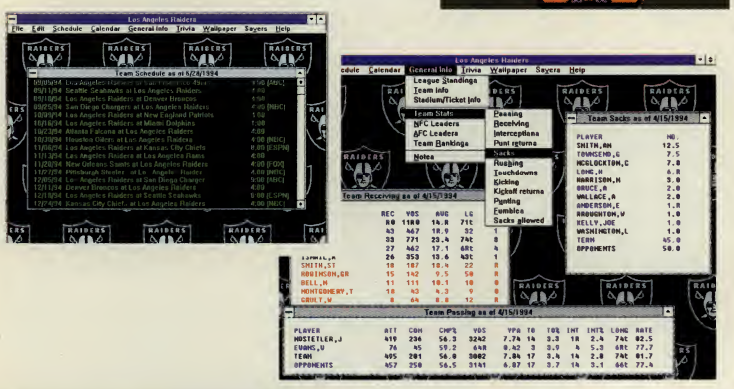
Editors' Ratings

JEFF: 7 *Would have made a better book.*
JEREMY: 7 Gate*'s a piece of cake.*
MIKE: 6 *How about renaming it* Dull Gate*?*
RON: 6 *Not enough bang for my buck.*

capsule reviews

by Ron Dulin





The Zork Anthology

Price: **$19.95** Genre: **Adventure**
Publisher: **Activision** Telephone: **800.477.3650**
System: **IBM PC and Mac CD-ROM** Overall Rating: **8**

For those who missed out on getting this collection free with *Return to Zork*, here's your chance to take a trip down memory lane for a nominal fee. All five of the original *Zork* games in one excellent package, including the extensive manuals and hint books. These classics are about as much fun as 125 K can hold!

Lamborghini American Challenge

Price: **$49.99** Genre: **Arcade Racing** Publisher: **Titus**
Telephone: **818.709.3692** System: **IBM PC, IBM PC CD-ROM**
Overall Rating: **5**

Lamborghini is your basic arcade-style racing game. Not particularly innovative, but not particularly bad either. The one big problem with *LAC* is that the game is a little too hard for its own good, and there is nothing to motivate the player to improve. As a two-player game, it fares a bit better, if only because it reduces the level of difficulty.

NFL Sports Guide

Price: **$49.95** Genre: **Sports** Publisher: **Momentum Development** Telephone: **800.262.3926** System: **IBM PC**
Overall Rating: **6**

Featuring licensed artwork and statistics from the NFL, this guide, billed as "the ultimate software for football fans," is basically a collection of *Windows* utilities. It contains comprehensive statistics based on the 1993 season, and not only does it keep track of the current NFL schedule, but it keeps track of the user's personal schedule as well. That way, the die-hard football fan will never have to miss a game.

The Journeyman Project Turbo!

Price: **$59.95** Genre: **Adventure** Publisher: **Sanctuary Woods** Telephone: **800.943.3664** System: **Mac CD-ROM**
Overall Rating: **7**

One of the first games to take advantage of the possibilities of CD-ROM, *The Journeyman Project* was a bit premature and revealed as much about the new technology's problems (most notably the unbearable sluggishness) as it did the potential. This new and improved "Turbo!" version addresses the problems of the past, making the game faster and, therefore, more enjoyable.

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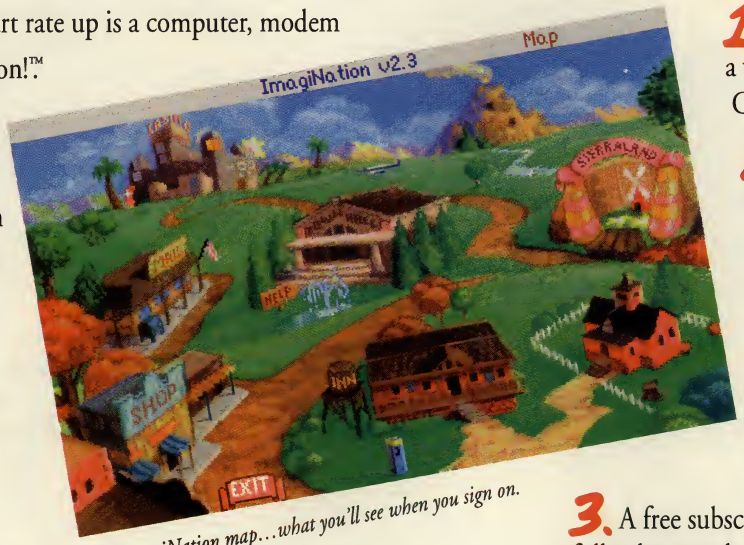

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How to Stand the Heat in Hell

SURVIVAL GUIDE

by Jim Ratkos

Doom **is pretty much a household word for IBM PC gamers. It set the standard only a year ago when Id Software released the shareware version in December '93. For the first time, players were able to compete in a very realistic, demon-infested, three-dimensional environment cooperatively or against one another. Now, with *Doom II: Hell on Earth*, Id pushes the envelope just a bit further and raises that blood pressure just a little higher.**

Comprising 30 new, more complex and larger levels (plus two hidden *Wolfenstein* levels) *Doom II* hurls everything imaginable and more at the player. So be forewarned—if you thought the original *Doom* was tough, some of the levels here may seem impossible! What follows is not a step-by-step, level-by-level guide, but rather a lowdown on the new stuff you'll encounter and some tips and strategies to keep you from getting your butt fried.

THE NEW FIENDS

DOOM II

Former Commando

A little higher up the rank than the Former Human Sergeants, these guys tote a chaingun and they aren't afraid to use it. These guys love to shoot at you from very long distances.

Hell Knights

A tan-colored variant of the Barons of Hell, there is virtually no difference between them other than the fact that the Hell Knights will succumb to your firepower a little quicker than a Baron.

Arachnotrons

The little Spider Mastermind wannabes don't take too many shotgun shots to dispose of, but you must stay clear of the rapid green plasma bolts they shoot. A good shot will throw them off target, and before they can draw a bead on you again, finish them off.

Mancubus

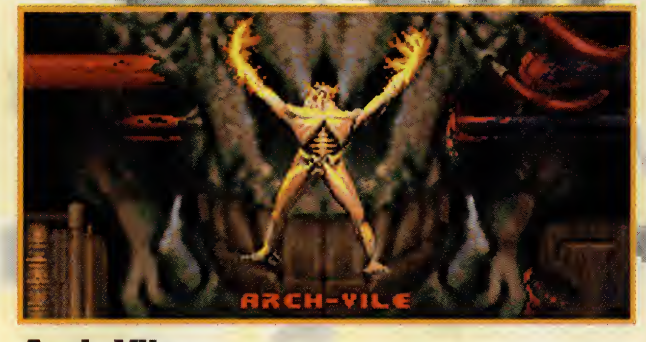
This oversized wall of walking flesh takes quite a beating. About eight shotgun shells will normally do him in, but a few more will be required if you're not too close to him. Beware the volley of flaming blasts he shoots from the massive guns that make up his arms.

Revenants

Rather tall skeletons that shoot guided missiles from their shoulder-mounted rocket launchers when you're not within fistfighting range. Try to weave and dodge, making tight turns around corners to throw the missiles off your trail. It's best to try and stay just out of punching range and hit him with anything/everything you've got.

Pain Elemental

Looking very similar to the Cacodemons, take these guys out fast before they have enough time to spit out Lost Souls at you. Given the time, they'll overwhelm you with so many flying skulls you won't have time to concentrate on taking out the source itself.



Arch-Vile

These demons have to be the worst ones of the lot. Not only do they incinerate anything in their path (including you), they also walk around and revive any of their fallen comrades. Expect to pump a lot of shells into them (around 60) or finish them off quickly with a BFG 9000 blast.

THE WEAPONS

All the weapons from the first game are here, as well as a new double-barreled shotgun that really helps take a bite out of the opposition. Here's the rundown:

Fists

Until you get your hands on the chain saw, your two mitts are all that you have to protect yourself if you happen to run out of ammo. However, they are pretty effective if you happen to pick up a berzerker pack.

Pistol

You start with 50 rounds, which isn't much against the hordes of Hell. But then again, it sure beats going toe-to-toe with an Arch-Vile.

Shotgun

Now we're talking. This little baby can save you from a fate worse than death many a time. The only drawback is the reload time it takes ejecting each cartridge. When used in close-range combat, one shot will take out a small group of soldiers.

Super Shotgun

The only new weapon found in *Doom II*, the super shotgun is the bigger and meaner version of the regular shotgun. Its double-barrel action sprays a nice cluster of shot at targets, allowing you to take out good-sized groups of soldiers or two to three imps at a time.

Chaingun

A favorite of the seasoned marines, the chaingun can pin your opposition to the wall as you fill them with lead. Remember though, as fast as you're mowing down anything that is standing in your way, your ammo is depleting just as fast. Uses the same ammo as your pistol.

Rocket Launcher

The rocket launcher can take out a spectre or a demon in a single shot. Read the warning that comes with this weapon, because unless you really enjoy feeling the skin searing off your own hide, the rocket launcher is not a weapon to be used in a close combat situation.

Plasma Rifle

The plasma rifle is sort of an electrical version of the chaingun. As long as you have ammo, you can set it on auto just by keeping your finger on the trigger. Be sure to keep an eye on your ammo level, 'cause this gun goes through energy cells real quick.

BFG 9000

There really isn't much to say. It's a BIG gun that packs a lot of wallop! Just remember to give yourself a second to charge this puppy up. When firing, keep the gun pointed at your target until it discharges. I'll bet Bill Murray would have *killed* for one of these.

AMMO

Bullets

You can find clips laying around, as well as procure them from fallen Former Human soldiers. Each clip contains five bullets. Ammo boxes contain 50 rounds.

Energy Cells

Used to power the plasma rifle and the BFG 9000, these are also found in two sizes. The smaller cells will power the plasma rifle for about 20 shots. The larger cells hold 100 units of energy, which is enough for about 2.5 rounds use of the BFG 9000.

Shotgun Shells

Found in quantities of four-round bandoleers and cartons containing 20 shells.

Rockets

Very scarce for the most part. They are found in single units and crates of five shells.

New Items

The only new item to make its appearance is the megasphere. It appears as a silver-hued invulnerability artifact that will raise your health and armor levels to 200% each.

STRATEGIES

MAP MODE

Although Id decided to remove the ability for players to tag the walls with bullet holes before the original game was released, the map screen has a "mark" feature that most don't use to their advantage. While on the map screen, if the player presses the M key, a number is left on the map in the player's current position. This number starts at zero and allows the player to mark up to ten locations on a given map. If a player attempts to mark an 11th position, the first one (number zero) is removed. The C key will clear all the marked positions that a player has created.

What good is this feature, you ask? Well, for starters, it's a great way to keep track of all those ammo and health containers you didn't need while you were stocked up early on in a level but really could use just before exiting the level. It also comes in handy when you run into a really tight spot and don't want to waste another ten minutes searching through every corridor for the lone stimpack you know you didn't pick up. It's also a great way to mark where the exit is if you happen upon it early in the level but don't want to leave without giving the rest of the level a good cleaning. Lastly, it's great for tagging good sniping areas while playing in death match mode.

USING POLICE SWAT PROCEDURES

Although this may sound like just common sense, never run full tilt into unexplored areas. *Doom II* has a lot more trip wires that will open up secret areas behind the player and trap him in a room up to the armpits in imps or demons.

The best way to advance through a level is to take the most narrow corridors and continue to systematically secure areas one at a time. I usually start down a corridor and, when approached with a decision at a fork in the path, always take the left corridor or area. This allows me to search every nook and cul-de-sac while making sure to cover my butt and avoid getting toasted from behind.

If you happen to get hit but can't see from which direction the attack is coming, even after doing a 360-degree scan, check out the image of your player down at the bottom of the screen. He'll always react to the direction that the attack is coming from. Your best bet is to move your behind out of the open, but seasoned gamers can rotate and fire off a few rounds, eliminating the beasts before they have the chance to attack again. In fact, the guys at Id can run circles around people in death match mode, all the while pumping lead into them.

Another neat trick I learned when presented with a large, previously unexplored area, is to fire off a shot or two (rockets work great) and see what happens. Sometimes you can coerce the enemy into fighting with themselves, which sure beats having to take out everyone yourself.

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CHEAT CODES

DOOM II

During the game, entering the following combination of keystrokes will endow your character with the following abilities:

IDBEHOLD + the following letters:

A—Computer Map. This enhances the auto-mapping feature. The entire level is displayed, including the areas you have not explored yet (they're displayed in a blue-gray). This effect lasts one level.

I—Invisibility. This has the same effect as picking up the blur artifact. The effect lasts 60 seconds.

L—Light Amplification Goggles. Provides a level increase in the amount of light around you. Completely dark areas become more negotiable. This effect lasts 120 seconds.

R—Radiation Suit. You have the protection of the radiation suit for 60 seconds. Allows you to safely navigate through the toxic waste areas.

S—Berzerk. Same effect as picking up the berzerker pack. The screen changes to a red tint and the amount of damage you do with your fists is significantly increased. Also boosts your health back to 100%. This effect lasts one level.

V—Invulnerability. The screen turns grayscale (inverted) and you become immune to all attacks for a period of 30 seconds.

IDCLEV + the level number:
Allows you to warp to any level in the game (e.g., IDCLEV31 will warp you to the first *Wolfenstein 3-D* level).

IDCLIP: Clipping
This code turns clipping on and off. Clipping mode allows you to walk through walls and get past puzzles you can't seem to find the solutions for. You may experience some weird effects if you attempt to leave the boundaries of the game level.

IDDQD: God Mode
The eyes of your character will turn ablaze and no damage will befall you. You cannot receive any of the special combat bonuses though.

IDDT: Auto-map Enhancer
Using this code while on the map screen will enhance the view up to two times. The first time it is used, the entire level is displayed (the same effect as picking up the computer map icon). The second time, triangles are mapped to every creature and object on the level.

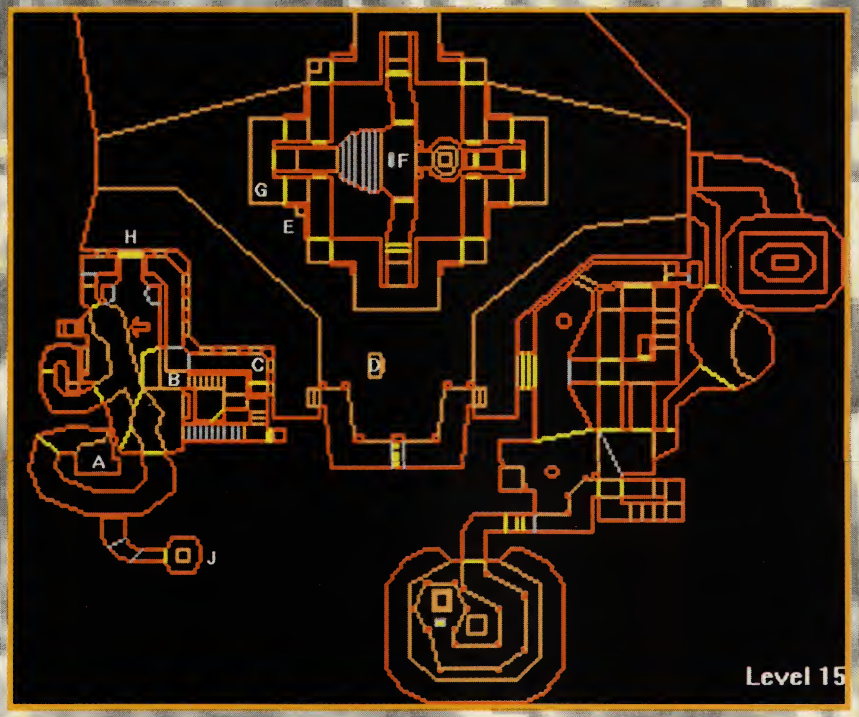
IDKFA: Happy Ammo Code
This code equips your character with every weapon and a full supply of ammo. It also supplies you with the blue armor and all the keys that can be found on the level.

VERSIONS

As of November 1994, there were three versions of *Doom II* available. Version 1.666 was the initial release and contained a few bugs, including: clipping problems (being able to move through some wall sections) and empty window frames in other wall sections. Version 1.7 cleared up these problems, but then the Id Software technical support line changed, hence the release of version 1.7A. Just be sure that if you are trying to play the game over a modem or a network that everyone involved is running the same version of the game. The patch file to upgrade from version 1.666 and 1.7 to 1.7A has been made publicly available directly from GTE Interactive Software, or it can be downloaded from Internet ftp sites and commercial services such as CompuServe and America Online.

GETTING TO THE WOLFENSTEIN 3-D LEVELS

The easy way is to use the level code cheat—however, here's the *proper* way to navigate to Level 31.



From Level 15 in the southwest corner of the map (see point A), trigger the switch to activate the stairway back in the area to the north where the lava flow opens into the tunnel. Take the stairwell all the way to the top (point B) and activate the switch to gain access out onto the ramparts. Using the shift key and the forward arrow key (from point C), propel yourself off the east end onto the platform in the middle of the lava lake (point D). Trigger the switch up there and then drop down into the lava lake and make your way to the west side of the structure just to the north. The switch on the tower should activated a teleporter there (point E). This will teleport you into the structure. From inside (point F), make your way up the stairway rising to the west side of the building (point G). Jump down onto the platform to the southwest and enter through the yellow doorway (point H). Once you're back inside, make your way to point J. A teleporter will be located in a new corridor that runs south. Jump inside to Level 31.

Level 31 is an oversized version of the first level of *Wolfenstein*. However, this has allowed Id to stuff an awful lot of Nazis in there. Getting to Level 32 (the Super Secret Level) is up to you, but I'll give you a hint. Don't exit using the normal exit on Level 31. (It's real close to it, but you'll have to open up two secret wall sections first.)

cheat mode!

by Kevin McCann

Delta V

Halloween Harry

Jump Raven

Lords of the Realm

Maelstrom

Raptor

Sid Meier's Colonization

World of Xeen

Sid Meier's Colonization

MicroProse for IBM PC

CHEAT MENU ENABLE

If you ever look carefully at screen shots of *Colonization* on the game box, you'll notice that "CHEAT" is on the menu at the top. Here's a way for you to access that hidden cheat menu, which was omitted from the final version of the game.

First go to your C:\MPS\COLONIZE directory and copy the MENU.TXT file to MENUOLD.TXT by typing COPY MENU.TXT MENUOLD.TXT. This will backup the menu file just in case something goes wrong. Then enter the MS-DOS editor by typing EDIT MENU.TXT. When the file comes up, cursor down and find the block of text that begins with @PEDIA and ends with the blank line before @END. Highlight and cut (Shift and Delete) the block of text, including the blank line. Then cursor up to where it says @CUP and make sure the blinking cursor is flashing underneath the @ symbol in @CUP. Next, paste (Shift and Insert) at this location the block of text that you cut. The two locations of the blocks of text beginning with @CUP and @PEDIA should be switched now. Save the edited file, exit the editor and boot up *Colonization*. Enter the game as you normally do. When the main screen pops up, the word "CHEAT" should be in the location where "COLONIZOPEDIA" was before on the menu bar. You will now have access to a wide selection of cheat features, but you will no longer have access to the Colonizopedia. No big loss.

Special thanks to Al Giovetti for figuring this one out.

```
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        1 file(s) copied

C:\MPS\COLONIZE>EDIT MENU.TXT
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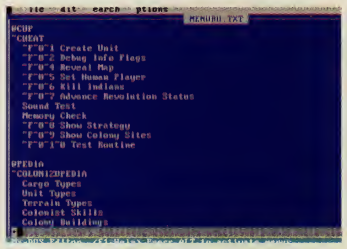
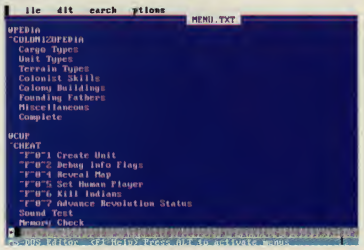




Halloween Harry

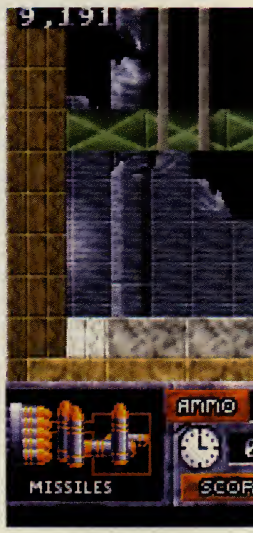
Sub-Zero/Apogee for IBM PC

HEALTH RESTORATION AND PARAMETER MODE

In Harry's quest to save mankind from being turned into slobbering, mindless zombies, he's going to need all the tricks, as well as treats, he can get his hands on.

To restore both his health and his jetpack power (which is also used for his flamethrower), simply hold down the following three keys simultaneously: **B I G**. Now Harry's health will be up, and he'll be ready to fly and fry to your heart's content.

If you want to know exactly where you are, you can use the tech parameter mode, which is accessed by pressing **CTRL-ALT-Right Shift-F12** all together. Harry's coordinates will now appear at the upper left-hand corner of the screen.



World of Xeen

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Whether you choose Warrior or Adventurer mode, you'll encounter some riddles in the *World of Xeen* that are a cut above the rest, and find that even when money does grow on trees, you can't always rake in enough.

Adventurers often find themselves stumped by the funky monks of Castleview when asked, "What do the monks in Castleview study?" Those with higher literary skills or just plain luck may know it's "PALINDROME," based on the monks' dialect. As for the rest of us, well, now we know.

Retrieving the chalice in the *Darkside of Xeen* can pose problems if you're not ready for some vowel play. To be exact, you need to type the vowels of the word chalice, "AIE," in order to get the chalice. Failure in doing so won't even net you a Dixie cup.

Those glowing squares that keep teleporting you around in dungeons but don't allow you to teleport past them can be overcome by jumping—with the Jump spell, that is. Simply walk up to the square right next to the teleportation square and cast Jump. Voilà! You're past the teleportation trap and can counter the other teleportation traps in the same fashion.

Eventually, even the most hardened adventurers may find their financial resources looking a little strapped, frustrating warriors that are ready to advance in level but don't have enough cash. Luckily, there's a constant source of money in the *Darkside of Xeen*.

If you mine the emerald veins in the gemstone range, you can then use the emerald rocks to create armor, ultimately selling the armor for money. "Great," you say, "but now the gemstone range is empty." Not if you take 250,000 gold to the cave located in area C3 (coordinates X6, Y9) and give it to the "God of Minerals." Upon receiving the gold, the God of Minerals will restore the gems in the gemstone range.

Repeating this process of mining for emerald rocks, converting the rocks to armor, selling the armor, then tipping the God of Minerals 250,000 gold will give your adventurers unlimited financial income, allowing them to cover the very costly prices of training for upper levels. Because even the toughest of adventurers needs a break from time to time.

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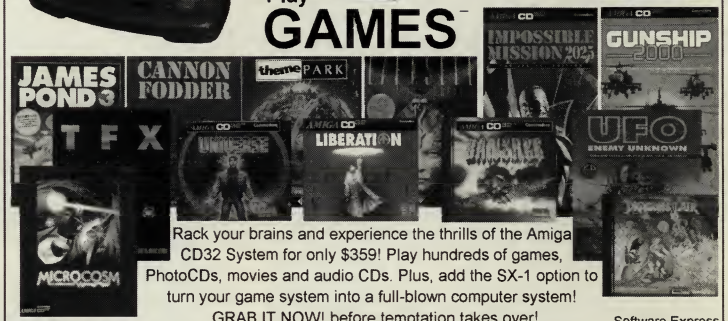

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continued from page 87

Delta V

Halloween Harry

Jump Raven

Lords of the Realm

Maelstrom

Raptor

Sid Meier's Colonization

World of Xeen

Delta V

MicroProse for IBM PC

POWER-UPS AND BONUS ROUNDS

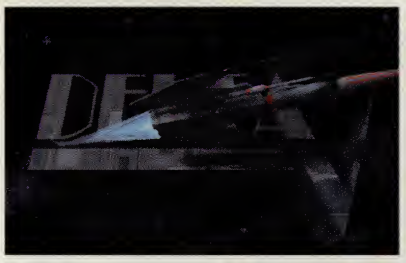
As you slip through conduits at the speed of data, there are some bonuses you'll encounter that aren't mentioned in the manual. The most regular bonus you'll run into (literally) are power-ups, both the blue Es and the green As.These stand for energy and armor, respectively, and have about a 10% chance of happening each time you flatline an enemy. It's a good idea to stay directly behind opponents when you toast them, otherwise you can easily miss these valuable power-ups.

On a less regular basis, you'll receive a red D, standing for Data Module, when you destroy a radar turret. Now, aside from adding mostly bonus points upon mission completion, there's a chance when you snare a Data Module that you'll see a "New Weapon Integrated" message. If this happens, you've managed to retrieve invaluable data regarding a new weapon—one that you'll now have on your next mission and beyond.

Not everything you encounter is out to help you, though, as the Power Spins will prove beyond a doubt. These objects look like translucent diamonds, usually lined up in the trench, resembling six-sided stars coming at you. While they don't appear at any set intervals during the actual trench run, they do appear at every four even-numbered levels starting at Level 4 (4, 8, 12, etc.), so be ready for them.

The Power Spins' sisters of pain are known as the Power Icons, which are random 3-D objects that float about the playfield. Colliding with one of these will definitely give your Trace a double take, while leaving you with a solid headache. It's not uncommon for a Power Icon to look like the mission objective, but don't be fooled. Your computer will tell you when you're nearing the mission objective. Power Icons appear at every odd-numbered level starting at Level 3.

Now, rounding out the things that are likely to make you go boom are Mine Fields. These are a collection of various-shaped objects resembling mines. They don't track your location and aren't proximity based, so "all" you need to do is avoid them (of course, if you're the type to go running through a minefield, well...). These appear at every level after 18.



Tired of the same old trench? Bonus Rounds have just what you've been wanting—alternate trenches where dozens of power-ups are awaiting your hungry Trace fighter. Just make sure to grab what you need fast, as these alternate trenches only last about ten seconds. Look for the Bonus Round

entrances starting at Level 12, then following every three levels after. They appear on the left or right side, sometimes even above the trench, starting at Alpha 510 and every 200 tiles thereafter. Due to obstacles, there won't always be an alternate trench every 200 tiles, but when there is, take it!

Every so often, you'll run across a large, red or green spinning ring. Flying through a red ring will reduce either your energy, armor or speed. The green rings, on the other hand, will do the opposite, restoring either some energy or armor, or giving you a burst of speed.

Keep an eye out for force fields, which will turn your Trace into a pancake if you're not careful. These are the number one cause of death to Netrunners, so *don't* join the club. Oh...and don't drink alcohol while netrunning.

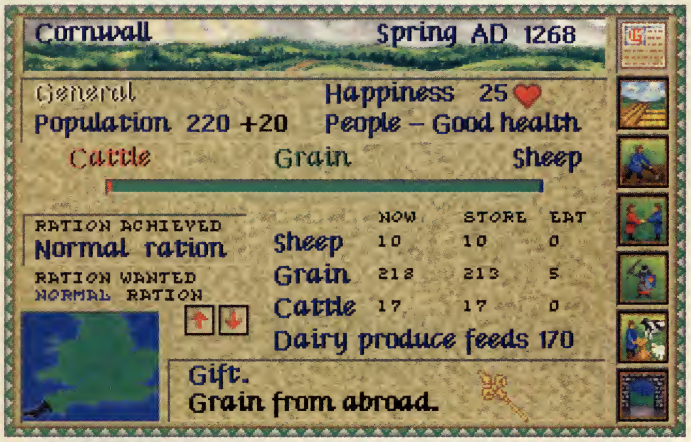
Lords of the Realm

Impressions Software for IBM PC

THE SCORCHED EARTH™ PLAN FROM THE JOURNALS OF PUGSLEY THE WICKED

Tired of catering to the whims of your whining, lowly peasants? You have enough to think about just trying to defeat thine enemies. A simple fact of the matter is that no conqueror was ever known for stopping to kiss babies along the way to destroy a castle, which is why I recommend using the patented Scorched Earth™ plan.

First, you'll need to develop a group of three to four strong, productive counties to supply your armies with the tools of warfare. The remaining counties on the map should be viewed as "booty." If you conquer a new county and it looks prosperous, allow the county to live. However, if the new county looks like it's going to give you any hassles (plagues, starvation—the usual medieval political inconveniences), then scorch the sucker.



Ship every ounce of food back to the core counties. Draft every available peasant into the army (keep an eye on Clinton's ancestors), and put the rest of them in the mines to produce iron ore. Stop riots before they organize by using your newly formed armies to toast every village in the county. This will effectively reduce the number of unhappy peasants in the county (and some happy ones, for that matter). After that, move the hungry armies into your enemies' counties and loot some fields; make them someone else's problem.

Scorched Earth™ is also an effective defensive strategy. If you're about to lose a county to an enemy lord and won't be able to recapture it in the foreseeable future, then follow these rules. Stuff all cows, sheep and grain into a wagon and send them to a safe county. Reallocate every field to grain production. Draft every available peasant into the army, and set the rest to mining iron. Use the army to attack the enemy's forces, but do not burn the villages; the idea is to leave this happy little kingdom intact for your enemy to suffer through. If you follow these steps, you will ensure that:

A. Since grain-farming leeches the most fertility from the earth, all of the county's fields will become barren in a matter of seasons;

B. Without any food to eat, the enemy army will become diseased while it is in the county and may even turn outlaw;

C. Rioting peasants will obligingly keep your enemy's armies occupied;

D. Bereft of food or fertility, the county will become a buffer zone that no enemy will want to capture or enter with a large army.

Maelstrom

Ambrosia Software for Macintosh

LEVEL SELECT

The odds are against you; the enemy has many ships while you have but a few ships at your disposal. Unfortunately, things always seem to have a way of working out like this. But fortunately, there is a way to overcome the initial shortage of ships—and more.

By hitting the **L** key, you will have the ability to not only choose what level you wish to enter upon, but how many ships you want as well. You want an armada in reserve? Now's your chance. However, if you think you're already the hottest fighter in the known universe and that you don't need no steenkin' cheats to help you out, a TurboFunk option is also offered. If nothing more, the TurboFunk mode will at least dish out a little humility your way.

If you're the type that lingers in the hopes of getting a multiplier or supply canister, heed the following advice. After your bonus score drops below 1,200 points on each level, it's time to get out of Dodge, for nothing more will show up.

Last, for all you Easter-lovers out there, you'll be happy to know that *Maelstrom* has an Easter egg for you. Simply hit the **X** key, and a hidden verse that has no relation to *Maelstrom* whatsoever will pop up. And now the heart of the Maelstrom awaits you.

Delta V

Halloween Harry

Jump Raven

Lords of the Realm

Maelstrom

Raptor

Sid Meier's Colonization

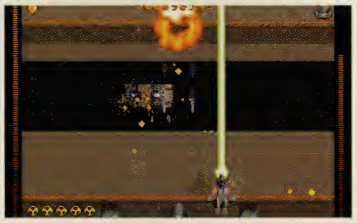
World of Xeen

Raptor

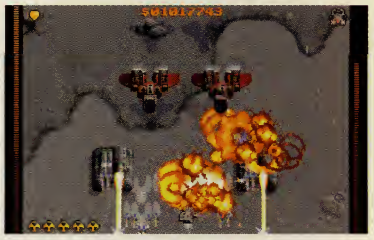
Cygnus Studios/Apogee for IBM PC

VARIOUS CHEATS

Having trouble grinding opposing forces into space dust? Lucky for you, *Raptor* has a myriad of cheats available that will have your enemies littering the landscape in no time. The first cheat requires you to have the registered version of *Raptor*. By simply pressing the backspace key at any time, your ship will magically acquire the death ray and restore its energy, too. The only drawback is that this will cost you all of your money, but if you do it at the start of the game when you have no money, consider it a freebie—and a powerful one at that.



However, if the death ray isn't enough to make you feel comfortably safe, exit to MS-DOS and type the following (in all caps): SET S_HOST=CASTLE. Now run the game, and you should notice that on the initial registration screen it says "GOD mode enabled" to the upper left. Now you're a virtual Superman (or Supership, sorry), completely invincible with not even kryptonite to worry about. Oh, and your ship will also have all the weapons to aid you, as well as 900,000 bucks.



Jump Raven

Cyberflix/Paramount Interactive for Windows/Macintosh

GENERAL HELPS

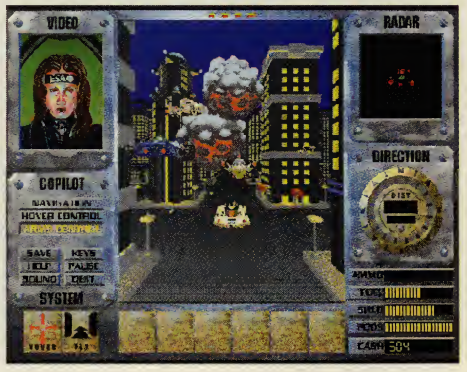
When you open the box for *Jump Raven*, you'll discover that there isn't an accompanying manual, nor a reference card. Here's a brief summary of what you need to know that isn't blatantly obvious.

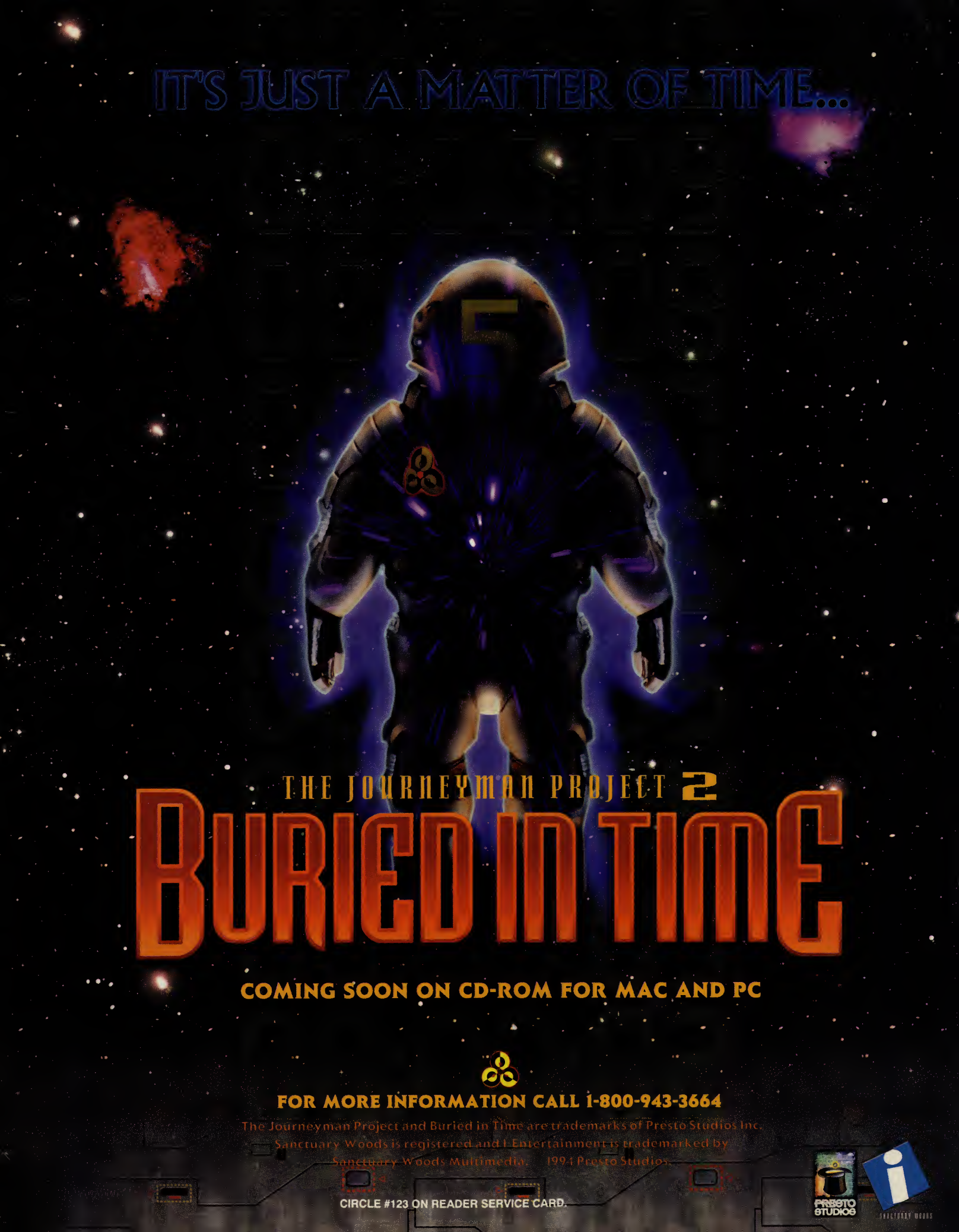
Under your copilot's picture are Navigation, Hover Control and Arms Control. Clicking on one or more of these assigns the respective Jump Raven actions to your copilot. It's generally best to allow your copilot to navigate while you control the hover and firepower.

Clicking on Help or using **Control-Q** will take you to the High Scores screen, where you can optimize your system's performance to best suit Jump Raven. The on-line help, history of the game and craft information are also available from the High Scores screen.

In general, defensive items aren't necessary to win, as long as you move and hover enough to avoid incoming fire. During the copilot selection in profiles, the confidential section lets you see how the computer is going to play.

As far as weapons are concerned, use lasers and shells for nailing airborne enemies, while saving bombs for the ground-pounders. Make sure you save some rockets and missiles for the last enemy in each city.

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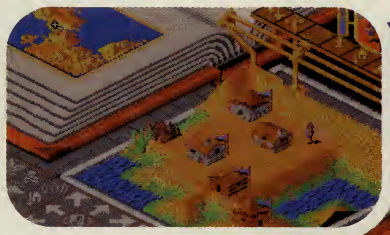
CIRCLE #123 ON READER SERVICE CARD.

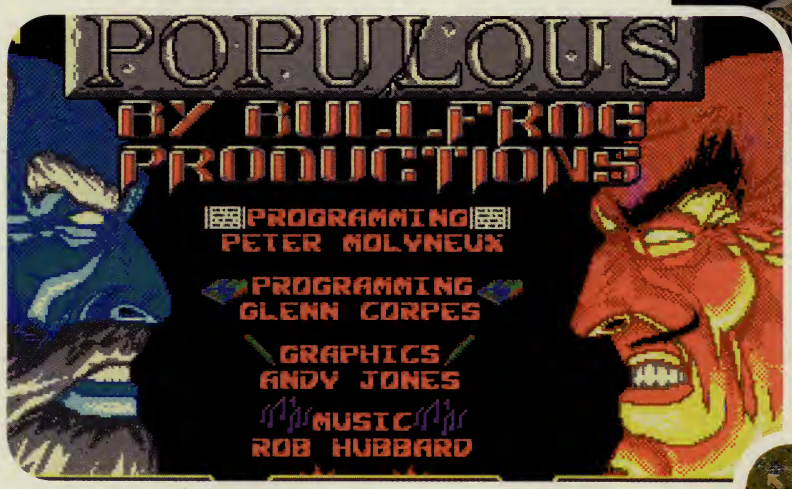
The Birth of the God Game

by Ron Dulin

Though not as archaic as many of the games seen in this column, *Populous* has had a huge influence on the world of computer games. Begun in 1987 and released in 1989 for the Amiga and the Atari ST, *Populous* is one of only a handful of games that can be pinpointed as the birth of a genre. A completely original experience when it debuted, *Populous* has since become a blueprint for the "god game." Many games (including other Bullfrog releases, such as *PowerMonger*, and the more recent *Ultimate Domain* from Mindscape) have copied *Populous* almost note for note, even to the point of using the same control layout.

Now available for almost 20 different platforms and selling over 3 million copies, *Populous* is one of the most popular computer games in the world. In Japan, however, it became more than just a diversion or a minor addiction. *Populous* caused a veritable media frenzy, became a nationwide fad and was the only European game to have such a large impact on the huge Japanese gaming market. The designers themselves were treated like superstars in Japan, with film crews greeting them when they arrived for a visit.





The impact *Populous* had in Japan was unlike anything seen anywhere else, far beyond even the recent *Doom* frenzy. The game was a hit on all fronts. There was a *Populous* competition, which, in itself, is not very strange, considering there were similar competitions all over the world. The difference was that, in Japan, the competition was a major television event. The winner had the opportunity to play against Bullfrog president and *Populous* designer Peter Molyneaux, who, in an ironic twist, had to cheat in order to save face.

Populous also had an impact on Japanese music. A pop band wrote a song about the game that topped the Japanese music charts. Not even "Pac Man Fever" saw that kind of popularity. On a more peculiar note, the music from the game was written and performed as a symphony. But it wasn't just the music that was orchestrated—the sound effects themselves (e.g., burning buildings, lightning, shrieks of agony) were a part of the composition as well.

The success of *Populous* led to the release of several other "god sims" by Bullfrog, including *PowerMonger* and *Populous II*, both of which take on a similar theme with new twists. And even as it develops innovative new game engines, Bullfrog continues to keep elements of the god game at least partially involved. In its newest game, *Magic Carpet, [reviewed on page 48]* it is possible to convert the people of different towns, who then become your "followers" and help you in your attack against the enemy.

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